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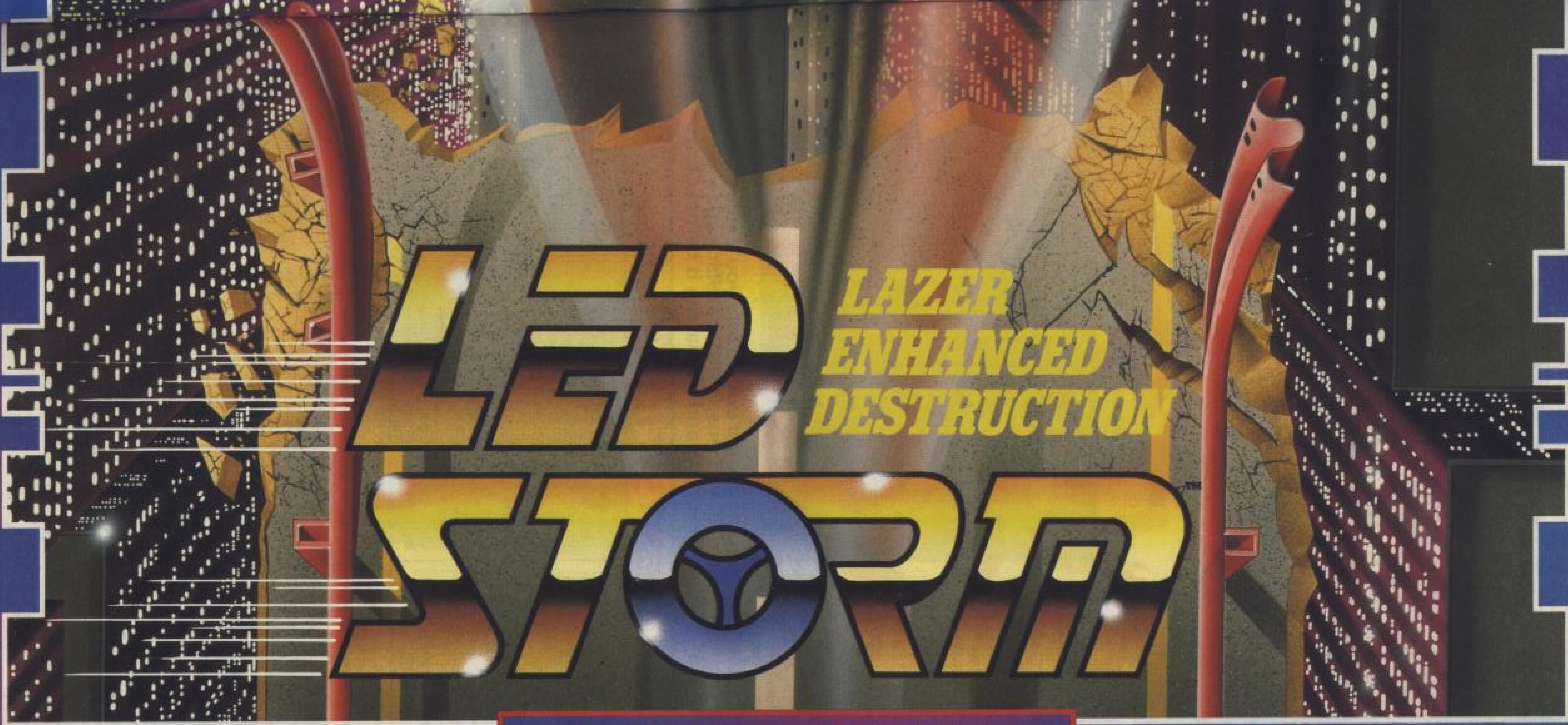
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Screen shots from various formats

CRASH

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I told you it was going to be an action-packed issue. I hope you have as much fun reading it as we've had putting it together.
So what more is there to say?
A Very Merry Christmas to you all!!
Dominic Handy

CONTENTS

FREE SNEAK PREVIEW TAPE

Happy Christmas! Sorry we couldn't afford any wrapping paper but I'm sure you'll enjoy this month's smokin' tape with two complete, playable sections of CRASH Smash *Thunder Blade* and a looped stage of the rubber-burning *LED Storm*. All the details on page 148 and no playing it before Christmas . . .



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NEW YEAR SPECIAL
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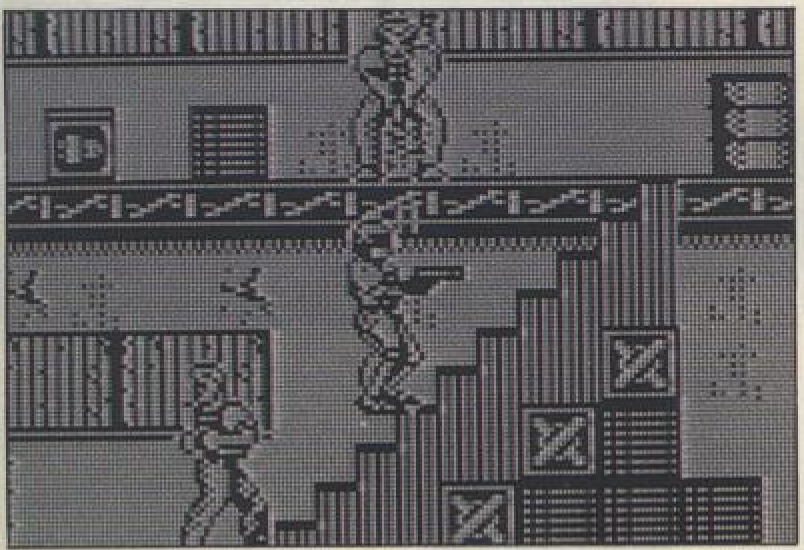
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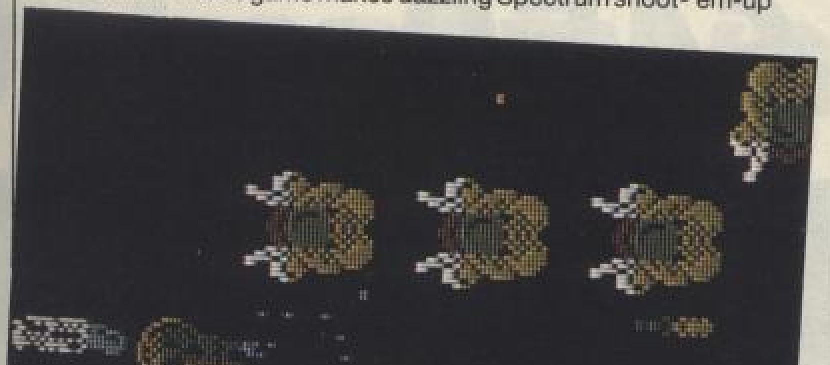
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HAPPY CHRISTMAS TO ALL CRASH READERS

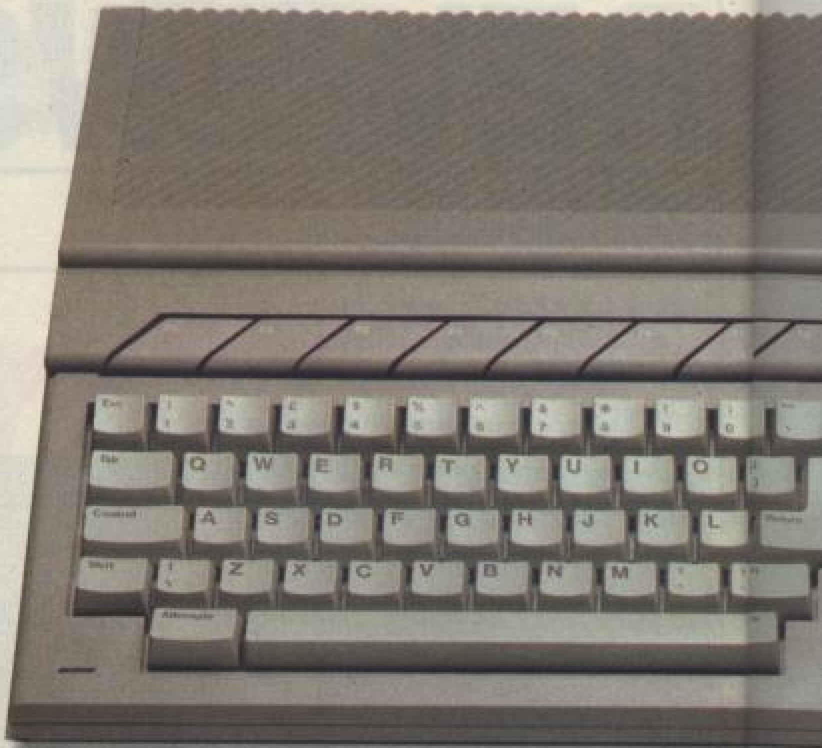
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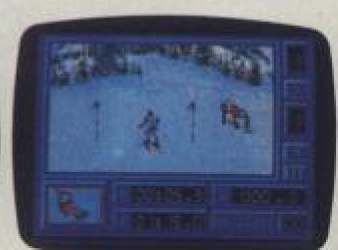
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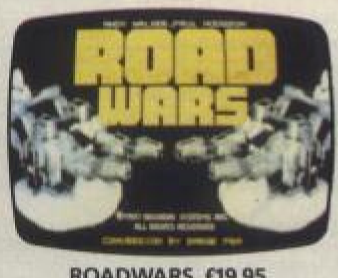
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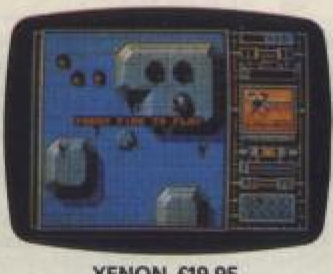
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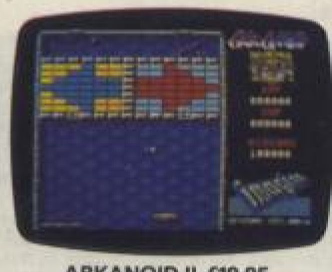
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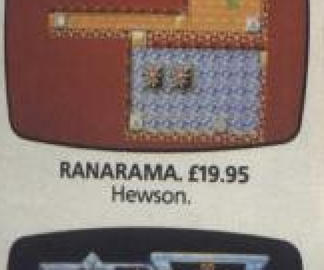
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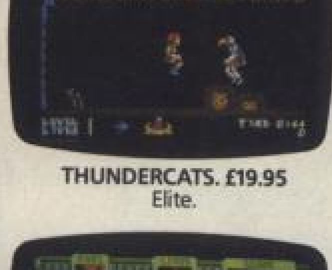
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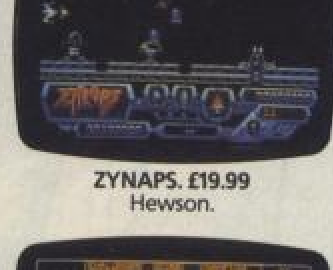
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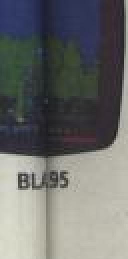
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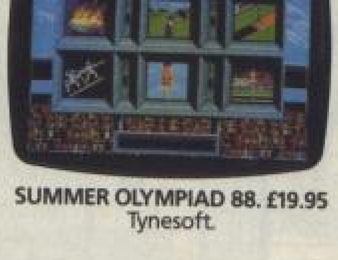
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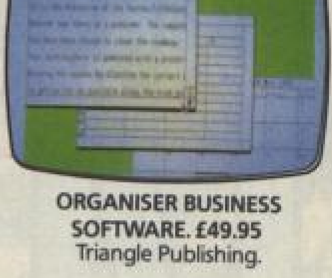
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Producer **Activision**
Money to burn **£9.99 cass**
Author **Keith Burkhill**

afterburner

● ***Sega scorcher sears Spectrum***

One of the hottest coin-ops of all time has arrived. You begin your mission being catapulted off the deck of a beautifully-drawn aircraft carrier. Once airborne you come under attack from wave after wave of enemy jets, half armed with machine guns, the other half relying on missiles. To evade them the F-14 can bank left/right and even perform a 360° roll (with practice). It's also equipped with those essential afterburners for extra thrust – turn them on/off with space bar.

To reply in kind the F-14 is armed with a unlimited cannon fire and a couple of dozen extremely useful heat-seeking missiles. Extra missiles are provided by the automatic refuelling stages – either landing on a runway or mid-air refuelling. Including these stages there are 23 levels (multiloaded three at a time). Apparently everything in the arcade game has been replicated (apart from the hydraulic seat!).

Despite the conversion's exhilarating speed *Afterburner* remains of dubious lasting value. The gameplay is just too repetitive, constantly dodging around the screen firing and trying to avoid occasionally indistinct missiles. But even so, to begin with *Afterburner* really does set your pulse racing.

PHIL 85%

MARK **With its breathtaking speed, amazing graphics and pounding soundtrack, the arcade game was brilliant. But what about the Spectrum version? Well, it's certainly fast. The main sprite is simply excellent. Some of the backgrounds are just as nicely detailed, with tanks and so on, but for the most part they're rather empty. Sound is well implemented with a choice of a rousing tune or FX. Yet despite the speed of the graphics, and the urge to see the next stage, it's really only a 'dodge-left/right-and-fire' game. Lacking the speed and definition of the arcade original the underlying simplicity of the gameplay is sadly revealed. Nevertheless fans of the original will, like me, still love it.**

83%

TOO HOT TO HANDLE?

- Conserve your missiles for the really tough sections.
- Don't stay still – keep moving left and right to avoid enemy planes.
- Slow down to fly through the tricky canyon section.
- If a missile is on your tail, get out of its path and slow down to let it pass.

The one game above almost all others I thought impossible to successfully convert has arrived – and totally amazed me. The speed is fantastic. Each level of the game is a different colour monochrome with small but well-defined jets flying by and brilliant graphics at the beginning and end of each level. The Spectrum version doesn't seem to have lost any of the speed, but the graphics on the ground have been reduced from the brightly coloured houses and structures of the arcade machine to just bushes – but this doesn't effect the game too drastically, the playability is still there. The multiload is a bit annoying but nothing can be done about that and +3 owners will hardly notice it. *Afterburner* is a great game, you'll be a fool to miss it.

NICK 91%



▲ **Head-to-head combat with deadly MiGs**

▼ **Not another BP advert! – vital fuel supplies for a hungry** *Afterburner*



THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: stunningly fast 3-D, although ground features aren't very detailed
Sound: catchy 128K title tune and ingame music which can be replaced by some hot sound effects
Options: definable keys. Choose between ingame music or sound effects
General rating: a great conversion of a very popular coin-op, which perhaps loses out in the long run due to its repetitiveness

▼ **Gruman F-14 about to be steam catapulted into high-speed arcade action**



Presentation	83%
Graphics	84%
Sound	85%
Playability	86%
Addictive qualities	83%
OVERALL	**86%**

Producer **Grandslam**
Costa Pac-ket **£8.95 cass**
Authors **Shaun Hollingworth, Peter Harrap, James Tripp, James Wilson**

PAC-MANIA

● *Pac-Man* gains an extra dimension

The ultimate consumer is back! And just as greedy as ever. Levels are completed in the age-old tradition of gobbling down all the dots and pills available. Naturally the more conservation-minded ghosts – Blinky, Pinky, Inky and Clyde – are still haunting the mazes trying to catch the hero. On later levels they're joined by two new recruits: Sue and Jumpy.

At the start, the player can choose to start on Round One, Block Town; Round Two, Pac-Man's Park or Round Four, Sandbox Lane. These are all different maze layouts with their own unique graphics. Round Five, like Three, is a different coloured 'bonus' version of the previous maze. Round Six is the wonderful Jungly Steps, after which all the remaining 16 are recoloured versions of the four basic mazes – just like in the arcade original. Due to their increasing difficulty, a lot more bonus points are awarded according to the round you're on.

Helping you on your way to a huge points total are the familiar power pills, turning the ghostly hunters into prey for a (very) short time. Also of use is Pac-Man's newly-found ability to jump over his old foes – but not his new ones, so look out for Sue and Jumpy when they arrive. While wondering whether it's Clyde or Jumpy on your tail you might also cast your eyes over the bottom of the screen. At various times an object icon will appear here. If you then rush to the centre of the playing area Pac-Man will be able to grab it. Look out for cherries, apples, sweets, mugs of coffee, and bananas, all with varying bonus point values. Even more useful are special green and red power pills: green gives turbo speed, while red makes ghosts edible for big bonus points.

This is the biz! The ghosts and backgrounds are monochrome, but nicely drawn and very cute. Pac-Man himself is yellow, clashing a touch with the backgrounds, but that's only a slight flaw. As for sound, 128K owners are treated to some acceptable tunes, whilst 48K owners have good chomping effects. Nevertheless underneath all the special FX it's just another *Pac-Man* game, albeit a very good one.

MARK 77%

POPPING PILLS

- Don't forget you can turn in mid-jump, this comes in very handy for dodging ghosts.
- Wait around near power pills till you get a gaggle of ghosts (that's what they're called isn't it?). Now eat the pill and gobble them all up.
- Clear the central area of the maze first. When the ghosts start chasing you, make for the outside and the nearest power pill.
- You can identify the jumping ghosts by their frowning faces.

Hey, look who it is, it's my old mate the over-inflated banana, perhaps better known as Pac-Man. This time he's in glorious 3-D and full of bouncy jumps. Graphics are good and the sound is really cheerful – helping simulate exactly the same fun as in the arcade. *Pac-Mania* is an excellent conversion of the arcade machine . . . but still just a *Pac-Man* game. Great presentation admittedly, but I don't know if it's original enough to keep you playing for all that long.

NICK 79%

▼ Get that power pill before Inky munches you



PHIL **Oh, me of little faith; I thought that there was no way this great Namco coin-op could be adequately converted. But in fact some wonderful programming has proved me wrong. The scrolling's pretty darn smooth, the sprites are well-defined and not too slow either. Furthermore, the programmers haven't stuck strictly to monochrome and have managed to have a yellow Pac-Man chomping through a different coloured maze. Even more amazing are the absolutely brilliant in-game 128K tunes – some of the catchiest I've heard on the Spectrum. Of course, technical excellence can't solely make a great game, but *Pac-Mania* is such a great coin-op and *all* of its intricacies are here. This is one of the most playable games I've seen – even if it is only a souped-up version of *Pac-Man*. Highly addictive, a pleasure to watch and listen to – what more do you want?? (A free coin-op from Grandslam, Phil? – Ed.)**

90%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: well-drawn sprites in fairly smooth-scrolling isometric mazes
Sound: superb, catchy in-game *Pac*-Music
Options: music on/off. Choice between three starting levels
General rating: a very competent conversion of the coin-op. Not very original but very playable all the same

Presentation	81%
Graphics	81%
Sound	84%
Playability	79%
Addictive qualities	82%

OVERALL 82%



THE PROTOTYPE HAD JUST ONE FEATURE TOO MANY.



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SANYO


VICTORY
You begin this game on the "stairway to heaven" through an Egyptian scenario. Having survived the bloodsucking monsters of the first phase, you then progress on to the actual Road itself.
This is where the fun really begins. You will meet vampires, two and three headed monsters — the head will fly at you on its own, just when you think you are gaining the upper hand.
The road winds on and on, through tombs containing the bones of former seekers after fame and very much alive eldrich horrors.
Trapdoors and elevators transport you — sometimes to your surprise — inside ancient buildings and under lakes and oceans.
Collect icons to build up the firepower necessary to fight off your aggressors.
Action and excitement all the way with this macabre and unusual game; which has that elusive extra something to keep you coming back for more.
SNK
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SUPERSPORTS

Get ready for some eccentric exertions

Producer **Gremlin Graphics**
Out of pocket **£7.99 cass**
£12.99 disk
Author **Chris Kerry, with music by Ben Daglish**

After the thrills and spills of the Olympics, *Supersports* offers the chance to participate in some stranger events – well perhaps not as strange as synchronised swimming! Up to four players can compete in the five quirky events (multiloaded), while the 'zany' commentator, Gilbert, makes some often quite insulting comments in his speech bubble.

First off is the Crack Shot shooting range, where in a decidedly seedy street, targets pop up from behind walls or slide horizontally along the ground, while tin cans and plates fly through the air. Armed with a powerful rifle, you aim to score as many points before the one and a half-minute time limit expires. However, shooting alley cats loses you points.

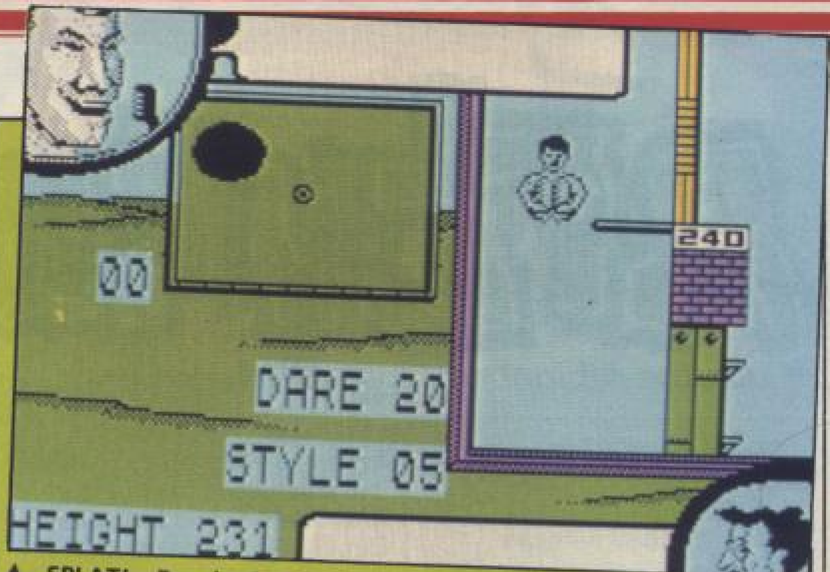
After the relaxing first event, it's time to get really daring as you attempt the death-defying Dare Devil Dive. After climbing up the tower to the desired height – anything from 40ft to a vertigo-inducing 400ft (almost as high as CRASH Towers!), the intrepid diver descends at an alarming rate, performing a variety of clever moves. But here's the catch, this isn't exactly an Olympic-size diving pool he's heading for – it's a tiny tub! So the slightest inaccuracy results in a splitting headache!

Third event is the Slate Smash, in which the multi-talented competitor smashes the tiles held up by two blubber-bellied Sumo wrestlers, by kicking and punching. Again a one and a half-minute time limit is given.

Cross Bow shooting comes next as you use skill to aim at the target, taking into account the wind speed. And finally, the strangest event of the lot is the Underwater Assault Course (honest!). You must watch out for nasty, stinging jellyfish and exploding mines as you negotiate the obstacle-strewn course, collecting gold coins on the way.

All the weird events are well-implemented and somewhat humorous, especially with the witty quips from Gilbert the commentator. Thankfully there's virtually no joystick-waggling involved – skill and judgment are required for success. Although hardly awe-inspiring, *Supersports* is a competent, whacky sports game, which is definitely worth a look.

PHIL 77%



▲ **SPLAT! – Prophetic Captions PLC**

SUPER SPORTING TIPS

- Avoid shooting alley cats in the first event, but blast everything else to smithereens.
- In the diving, try to keep the diver directly above the tub of water at all times for accuracy points.
- In the archery, take account of the wind speed and distance of the target when firing.
- In the underwater swimming, come up for air just before a long line of surface obstacles, so you can swim all the way underneath them.

Supersports is yet another multiple sports simulation to make the job of choosing the game for you even harder. This is one of the better ones on the market, though, with good graphics, sound and the odd bit of humour thrown in for good measure. The Diving is the best event in my view, you can choose from a variety of heights and it's a great laugh when you miss the tub of water and your little guy gets splurted! As expected there is a multiload, but it doesn't spoil enjoyment too much. One of the better sports simulations around.

NICK 79%

MARK Yes it had to happen didn't it, the Olympics have set the software companies releasing a spate of sports game (well, Gremlin mostly). We are guided through the events in *Supersports* by the smiling face of Gilbert, the zany commentator who witters away between events, informing you of the tasks ahead. Presentation is very good, with each event being nicely drawn and animated, my particular favourites were Crack Shot and Slate Smash, but the whole game is very playable. Shoot Gilbert and this would be a great game – well it is anyway, so check it out.

80%

▼ **Cameron let loose on *Supersports***

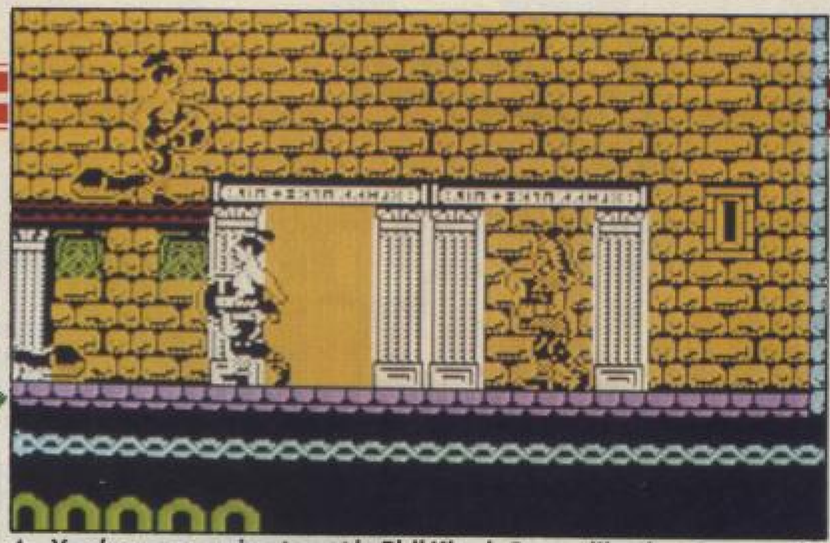


THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: well-drawn, monochromatic sprites on colourful backdrops
Sound: adequate spot effects
Options: practise any multiloaded event
General rating: not to be taken too seriously, but a whacky relief from the cut-throat world of the real Olympics

Presentation	77%
Graphics	81%
Sound	34%
Playability	79%
Addictive qualities	75%
OVERALL	**79%**

Artura



▲ You're never going to get in Phil King's Scores like that Cameron!

● *Up the Albion!*

Producer **Gremlin Graphics**
Out of pocket **£7.99 cass**
£12.99 disk
Authors **Sentient Software**

About 1500 years ago, according to those dubious historians at Gremlin, the British Isles were called Albion and its people divided amongst themselves. Setting out to unite the people and make a single nation was a Welsh hero called Kinnock – no, sorry, King Arthur, no, darnit, actually it's Artura. Now rather than commission some seriously flash TV ads, Artura aims to do this by recovering some stolen treasure.

Ignoring Gallup and MORI, Artura starts his quest by seeking advice from his old friend Merdyn the Mage. Unfortunately Merdyn's vanished and Margaret, I mean Morgause, has kidnapped Merdyn's apprentice. To rescue him and recover the treasure Artura sets out for Morgause's Dun (?). Before he can arrive, however, Morgause contacts Ye Olde Flea Street and hordes of vile creatures rush to defend her. Armed only with a sword Artura must defeat these insects, birds and ugly looking guards while preserving his energy.

If you think politics is boring be warned, this game makes it all seem very thrilling. Graphics are small and dull. Sound has gone on holiday with playability sharing the same hotel room. Another simplistic 'collect-and-kill-all' game.

MARK 36%

PHIL At first sight, *Artura* looks promising with some well-animated characters. Unfortunately actual gameplay is repetitive, with little variety in rooms or action. Fighting off soldier after soldier soon becomes irritating while energy falls at an alarming rate. Even more perturbing is the way the hero can get stuck in certain parts of the landscape, with escape an impossibility. This annoyance epitomises the general lack of any playability – even mapping fans should leave this well alone.

42%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: detailed but mostly yellow monochrome
Sound: buzzy title tune but virtually no effects during play
General rating: a very mediocre arcade adventure with little lasting appeal

Presentation	49%
Graphics	55%
Sound	24%
Playability	41%
Addictive qualities	34%
OVERALL	**38%**

2D Game Maker

● *Phil King writes a game shock!?*

Producer **CRL**
Price of success **£8.95 cass**
Author **Supa Nova**

For all us who've dreamed of being the next Raf Cecco (?!), but don't know the difference between a Z80 processor and a sheep dip, CRL have this tempting little program. Included with it is an easily completed example game, requiring the main program for execution.

Basically, *2-D Game Maker* is a utility to design arcade adventures. A row of icons allow you to change the design of the included game or just start from scratch, designing your own sprites, rooms and objects etc.

Both objects and the main character sprite can be redesigned. The latter also has eight stages of animation and so can be made to walk, or even fly. Sprites are designed by moving a cursor around a grid, representing an enlarged version of the four-character block sprites. Once designed, objects can be placed in any screen, using a simple menu system. In the game proper, objects can be picked up, dropped and used to remove various walls and platforms to allow further progress.

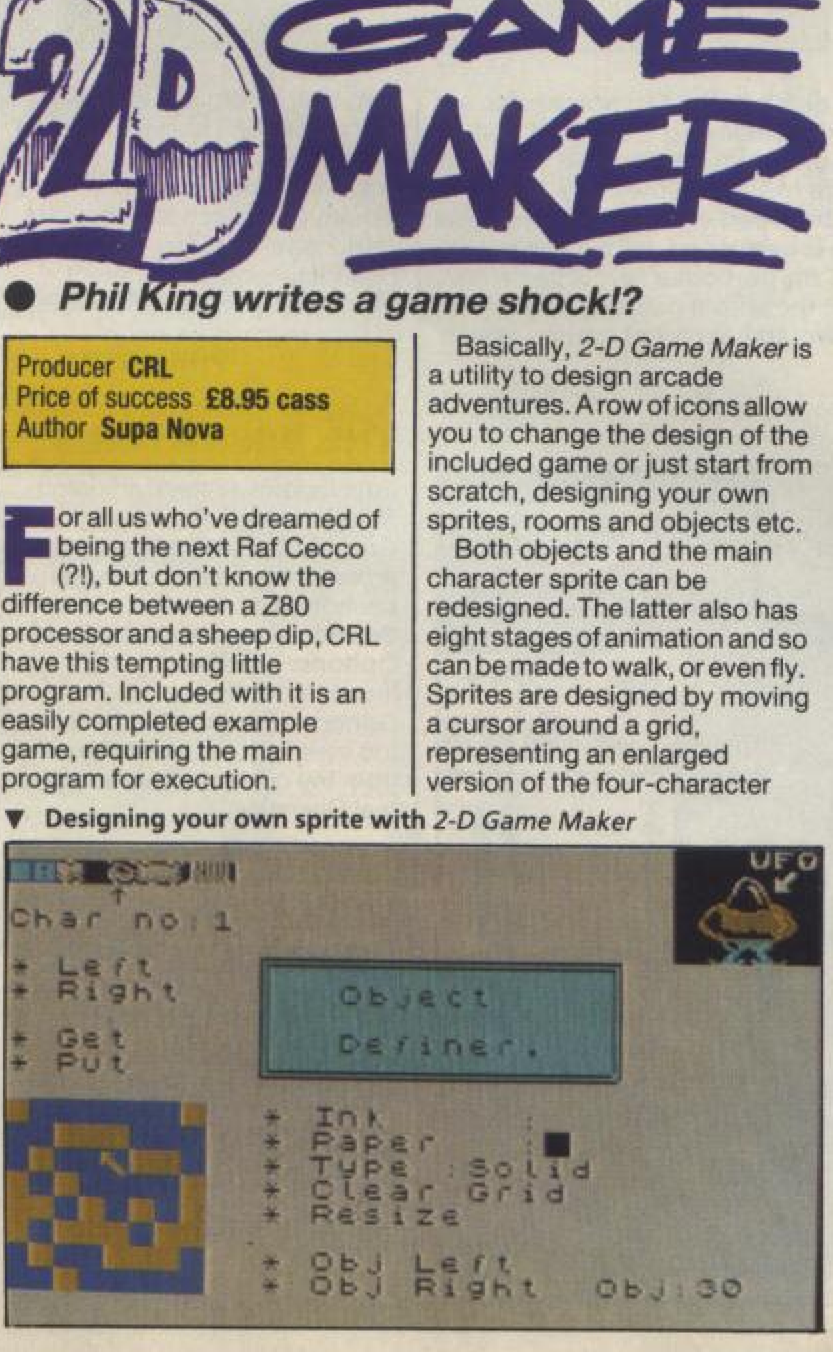
Up to 64 different rooms may be mapped out, using their corresponding hexadecimal numbers. One must be designated to the starting screen (where the game will begin) while another must be the finishing screen (reaching this means completion of the game).

Other aspects which can be altered include scrolling text messages which accompany each screen, the path of the main character's jump and the various sound effects. Gravity and up/down controls can also be switched on/off.

But despite all these options, what you always end up with is essentially a very simplistic arcade adventure/platform game with no scope for anything very different. Although fun for a while, the designer just isn't flexible enough to enable the creation of original games and you always get the feeling that you're only making superficial alterations rather than really designing your own game.

PHIL 40%

▼ Designing your own sprite with *2-D Game Maker*



MARK While it takes a while to master, you can have great fun with this: fiddling around creating your own sprites, scrolling messages and loads more besides. Sprites, in particular, can be really hilarious. Unfortunately the 'designer' is perhaps more of a basic arcade/adventure with knobs to tweak various aspects. Actual playability is therefore on the weak side, but it still kept me happily occupied for a while.

58%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: simple sprites, but at least you can redesign them!
Sound: simple spot effects which can also be altered
Options: definable keys and too many others to mention!
General rating: fiddling with the designer is great fun, but sadly, the game you end up with can never be very good

Presentation	46%
Graphics	N/A%
Sound	31%
Playability	50%
Addictive qualities	51%
OVERALL	**49%**

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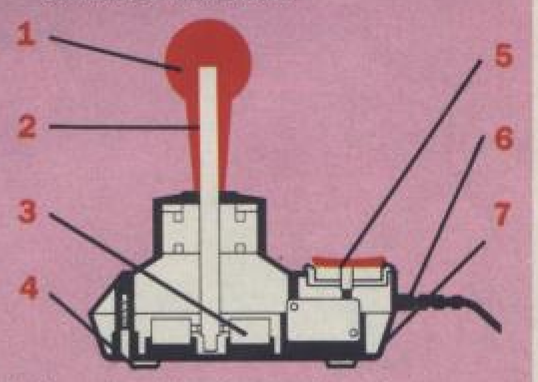
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Producer **Ocean**
Full magazine clip **£8.95 cass**
£14.95 disk
Author **Andrew Deakin, graphics by Ivor Horn, music by Jonathan Dunn**

OPERATION WOLF

● *An orgy of violence, but no sex (we're British)*

Stand to attention when I'm talking to you soldier! That's better, now here's your mission. Use your Uzi submachine gun to blast, mangle and maim your way across a horizontally-scrolling battlefield filled with enemy troops, helicopters, and armoured cars.

Your mission begins with you being parachuted into hostile territory to locate an enemy concentration camp and free the captives held there. You start off with just seven clips of ammo and five grenades – so all you autofire merchants are in trouble. Only real soldiers, with an accurate eye and careful trigger finger need apply here. Your mission is split into six sections, three loads for 48K owners, one massive load for 128K owners. The sections are; Communication Setup, Jungle, Village, Powder Magazine, Concentration Camp and Airport. On each level the landscapes slowly pan before your first-person perspective as you move your cursor sights in search of targets. Pressing fire kicks off the Uzi, while space bar has you lobbing a grenade.

As the landscape scrolls before you, soldiers parachute downwards, others run on firing away, while helicopters,

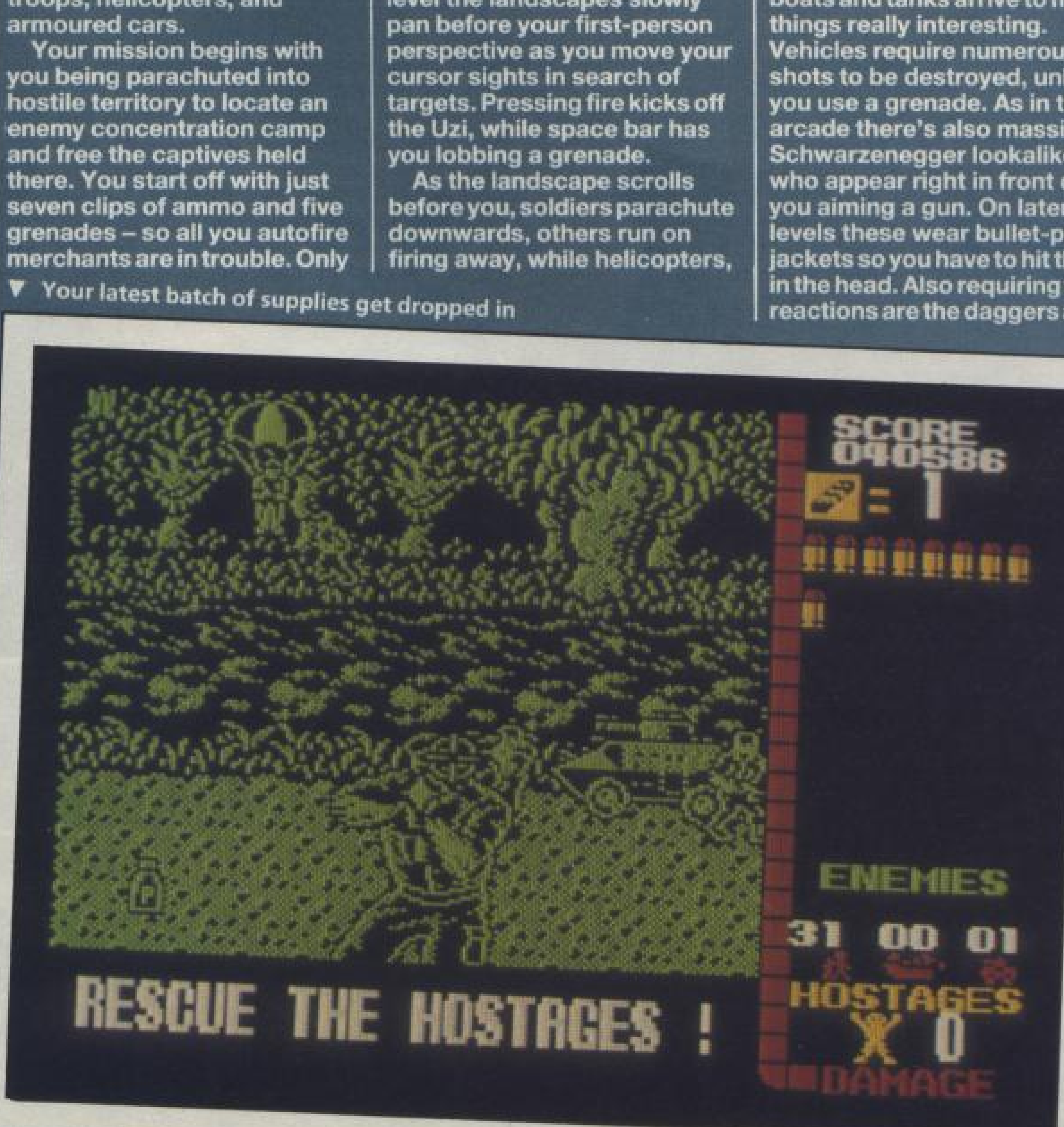


▲ Watch out, here come the cavalry

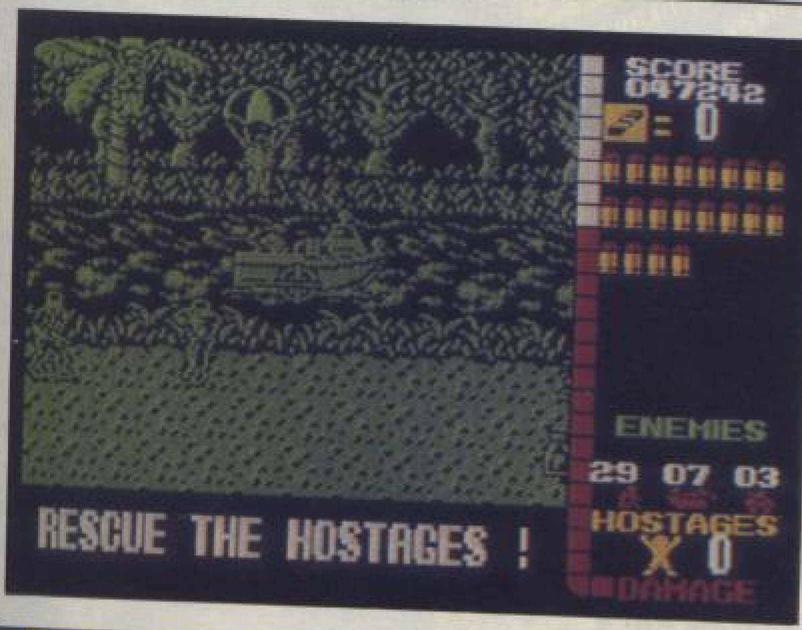
boats and tanks arrive to make things really interesting. Vehicles require numerous shots to be destroyed, unless you use a grenade. As in the arcade there's also massive Schwarzenegger lookalike who appear right in front of you aiming a gun. On later levels these wear bullet-proof jackets so you have to hit them in the head. Also requiring fast reactions are the daggers and grenades lobbed at you, these can be shot in mid-air, if you're quick enough.

To the side of the playing screen is an ammo counter, a

▼ Your latest batch of supplies get dropped in



PHIL From the very first moment you load it up (and boy does it take a long time on a 128K) you know that this version of *Operation Wolf* is of the highest quality. Typically atmospheric Jonathan Dunn music (which admittedly is a bit like that on *Daley Thompson's Olympic Challenge*) accompanies the title screen. Then before starting your mission, even more 128K tunelets welcome you to the action itself. And what action there is too, all viewed in first-person perspective, as if you were really there. Rapid-firing soldiers positively pour onto the screen by the dozen, sometimes lobbing grenades and knives! While the well-drawn tanks and helicopters are even more dangerous, so it's just as well that you start with plenty of ammo. The immense playability of the coin-op has really been captured in what must rank as one of the year's best conversions. Once you start playing it's almost impossible to tear yourself away. And thankfully, the level of difficulty is pitched just right – even though it's tough, it isn't quite impossible – I did manage to complete it (although clever clogs Robin Hogg of TGM (see this month's special Inter-magazine Challenge) hasn't yet!). What more could anyone ask for in a shoot-'em-up? – *Operation Wolf* simply is the business.
92%



▲ The mean green, fighting machine

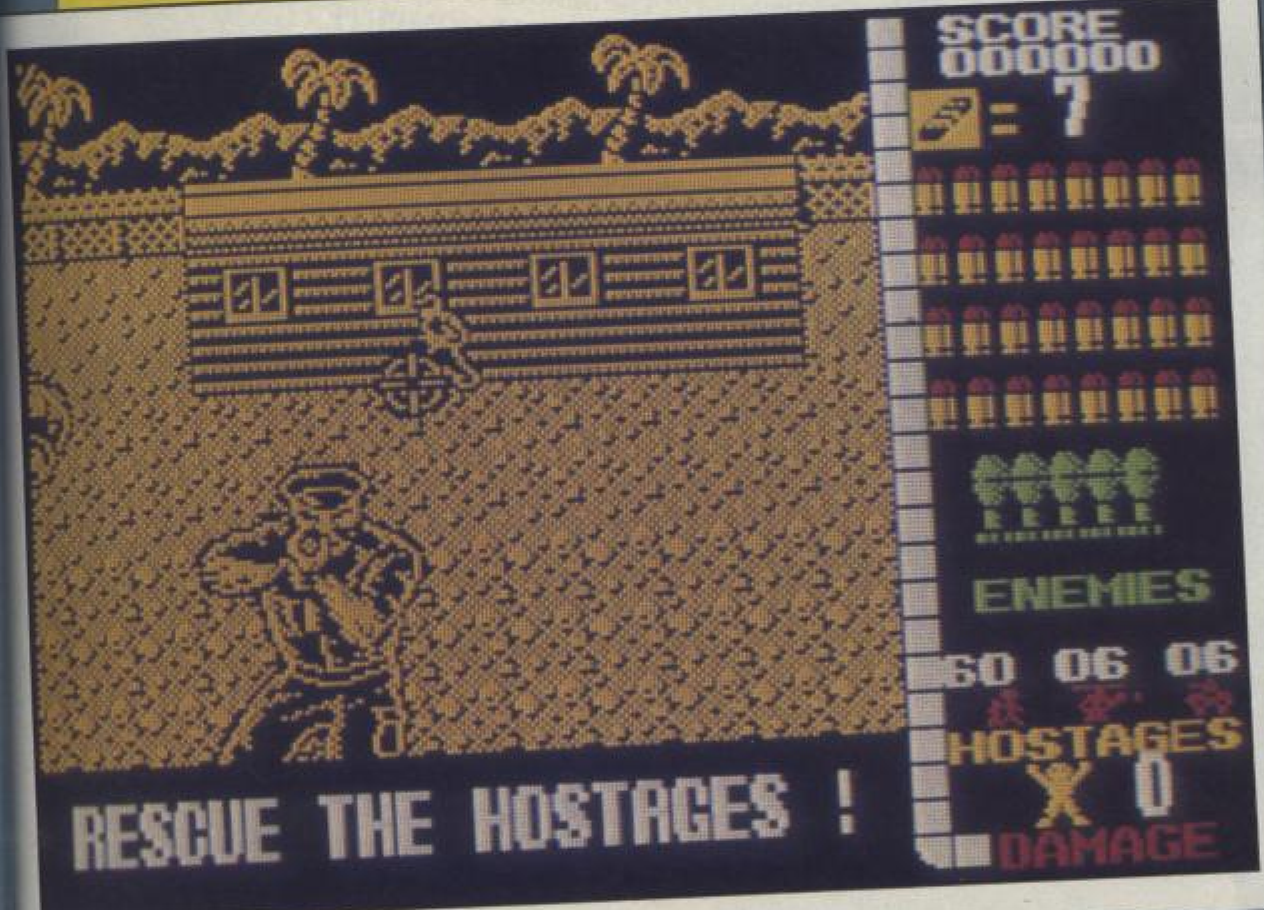
SUCCESSFUL OPERATION

- Whatever you do, don't shoot the nurses or you'll lose energy.
- Collect every available piece of ammunition, especially the grenades.
- Save your grenades for really tight spots and when attacked by a pair of helicopters etc aim between them to destroy both with one shot.
- Keep an eye out for the little bottles of potion which restore your energy.
- The big, butch guys on Level Four can only be shot in the head.
- Always keep an eye on the status read-outs, suddenly finding your Uzi all out of ammo is not a pleasant surprise.
- Shoot enemy grenades and knives before they hit you.

The first thing that hits you is usually a 7.62mm bullet, but after that you tend to notice some super-smooth scrolling and excellent graphics. Blasting sound effects are fine and help make this a really playable arcade conversion. My only reservation is that the gameplay might lack a little variety, but without doubt this is a first class shoot-'em-up and just the ticket for getting rid of all the Christmas time irritation at relatives talking through *Indiana Jones And The Temple Of Doom*.

STUART 90%

▼ Don't move slime bag!



damage meter and three icons. The latter inform the player of how many men, tanks, and boats etc have to be destroyed before a sector is cleared. Extra ammo and grenades are available by shooting the relevant icons which appear onscreen, also bullets with an F upon them increase your rate of fire, while bullets with a P decrease the amount of damage inflicted on you. Apart from the human targets, various animals also pop up from time to time, shoot them and occasionally you'll get food to boost your energy. What you shouldn't shoot, however, are the nurses and children (terrible temptation) because this drains energy.

If the red tide of your blood fills up the energy metre then the game is over, but thankfully there is a continue play option which restarts the level you're on if you want. This is allowed only once however.

At first it's a little tough moving the cursor around and hitting the keyboard grenade key in time. Keys are probably most effective as Phil proved by reaching the sixth and final level and rescuing the hostages (well, one of them). The sprites, despite being monochrome are very well drawn and animated so there's never any fatal graphic confusions. The real surprise, though, is how the arcade playability has been replicated. Despite finding it much tougher than Phil I was really hooked on it. Search out *Operation Wolf* when it blasts into your local computer store soon, but I warn you, it won't take any prisoners.

MARK 90%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: a variety of very well-drawn enemies appear on equally-detailed, smooth horizontally-scrolling backdrops
Sound: an excellent Jonathan Dunn title tune and some very good (and informative) ingame blasting effects
Options: definable keys. Continue play option
General rating: a great conversion of the popular coin-op which couldn't be bettered

Presentation	88%
Graphics	90%
Sound	82%
Playability	90%
Addictive qualities	88%

OVERALL 91%


"There we were, okay yah, in our GTi, okay, playing this frightfully good game, okay . . . . ."
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WARNING: DAMAGE
A good way to really damage your cassette or disk is to smear marmalade all over it or leave it overnight in a bucket of creosote.
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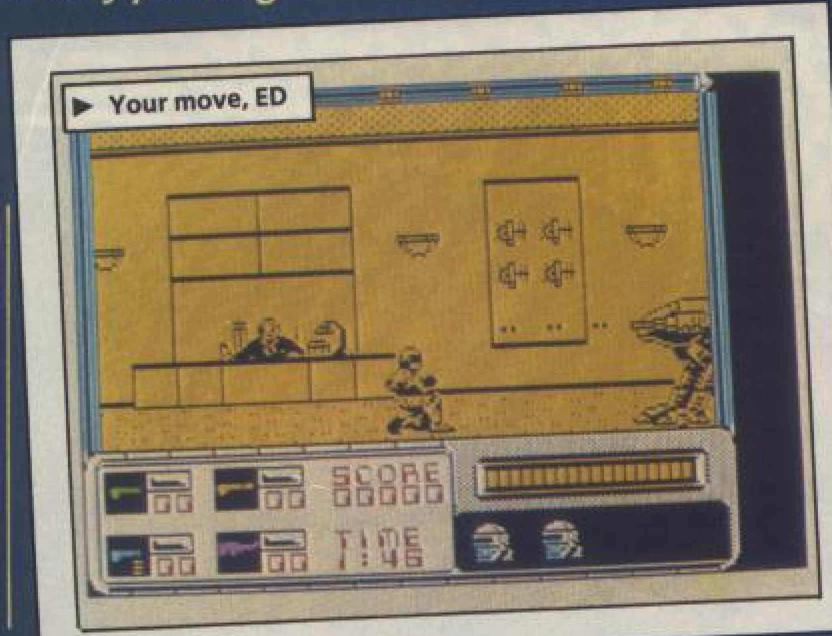


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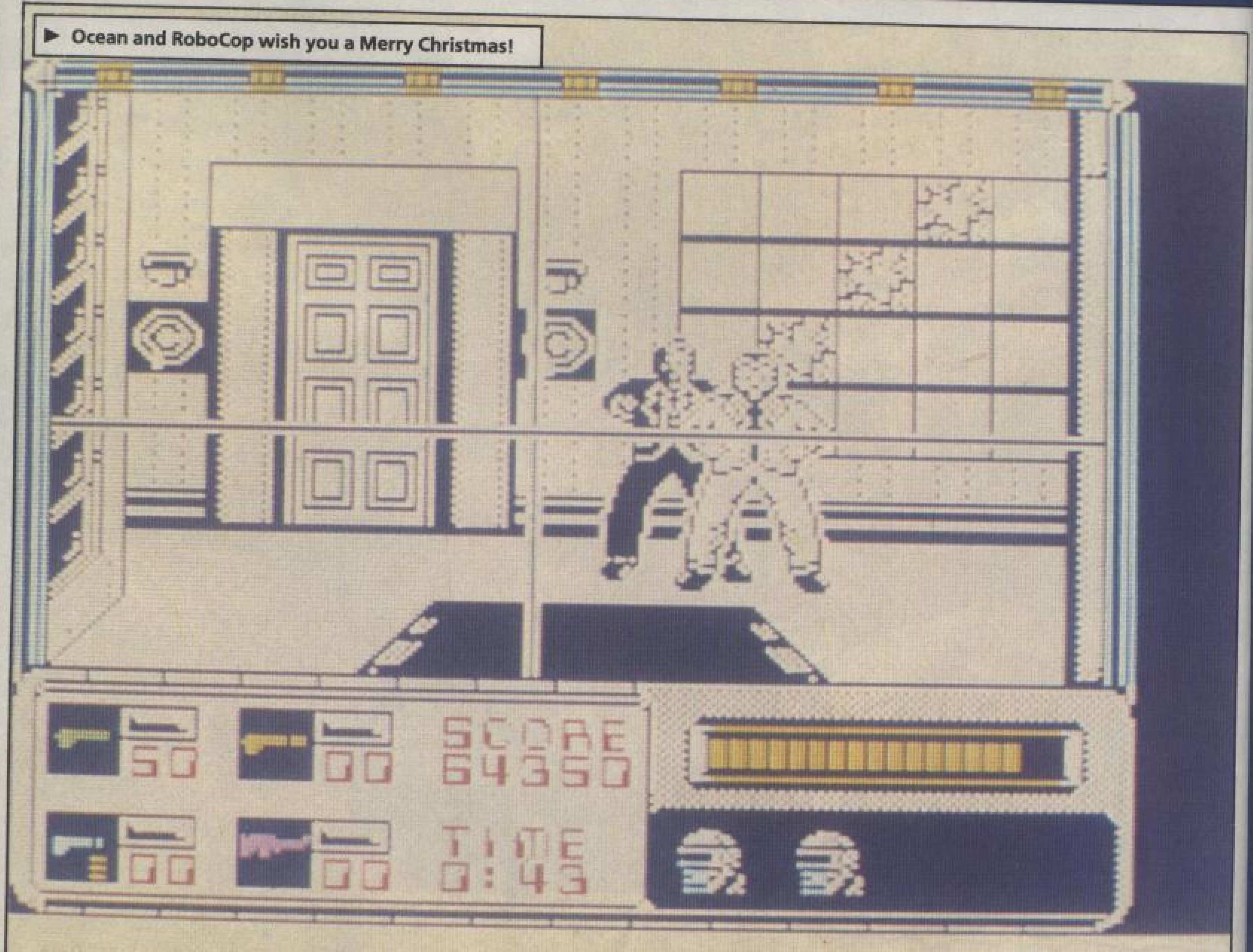
Producer **Ocean**
Spare parts **£8.95 cass**
£14.95 disk
Authors **Mike Lamb and Dawn Drake**



► Your move, ED

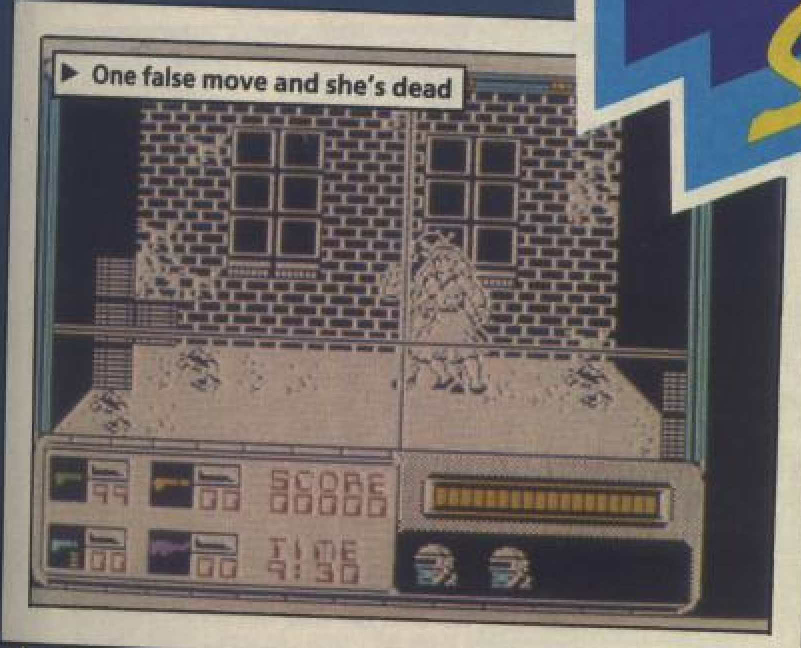
The future of law enforcement arrives simultaneously on video and Spectrum with some pretty slick effects for both. The film begins with OmniConsumer Products (OCP) backing a big, walker-like droid called ED209 as the ultimate cop. But when a malfunction results in it accidently machine-gunning someone an alternative project is proposed – a cyborg mix of cop and machine called RoboCop. The first cop to be murdered while on duty is Murphy and OCP rebuild him, Frankenstein fashion.

The computer game is composed of three loads (one for 128K owners) and opens with RoboCop on the beat of a horizontally-scrolling section, shooting snipers looking down on him, armed gang members, kung fu kicking villains and chainsaw psychos. RoboCop starts off with four lives and an energy level, the latter can be replenished by collecting baby food jars. Ammunition is strictly limited as well but there are extra magazines



► Ocean and RoboCop wish you a Merry Christmas!

A CRASH Smash



▶ One false move and she's dead

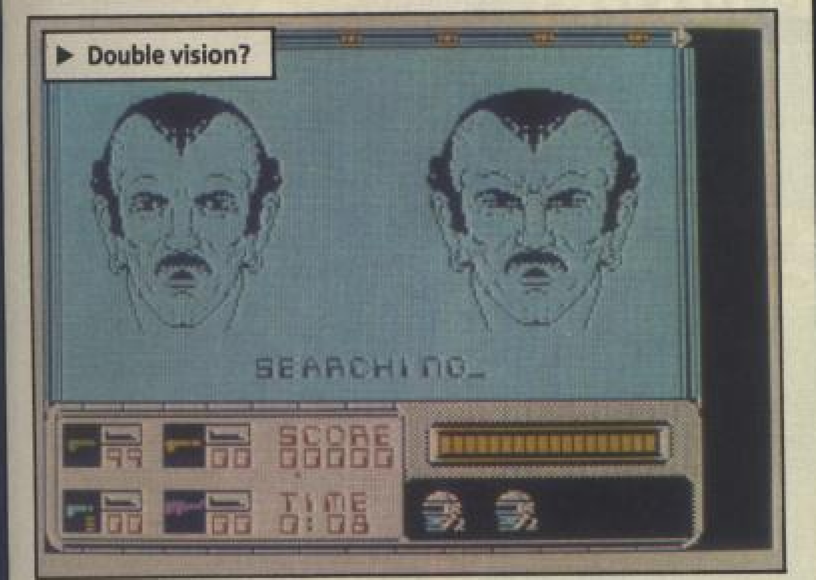


▶ *RoboCop*: also available on Virgin Video

lying around, as well as three special weapons. If all the bullets are exhausted then RoboCop can use his fists, if they fail and he dies he goes back to the start of the section.

While on patrol RoboCop is called to the scene of an assault where a woman is being held hostage. Switching to a first-person perspective you must shoot the criminal without hitting the woman. As on all the sections there's a time limit and a life is lost if you exceed it. After that it's back on patrol in a different part of town with bikers coming after you. Here you also encounter Emil, one of Murphy's murderers, hiding out at a petrol station.

the picture on the left – not easy in the time limit. Once Emil has been identified information is provided leading RoboCop to a Drugs Factory (Issue 58's demo tape). Another horizontally scrolling section this ends with RoboCop learning the leader of the gang which killed him – Clarence Botticker – was employed by an OCP executive. RoboCop heads for the OCP tower and is attacked by ED209. Survive that and load three has you desperately trying to escape the tower in a horizontally/vertically scrolling section. If you do escape then it's on to the junkyard, where Murphy was killed, for a confrontation with



▶ Double vision?

Meeting Emil awakens memories in the cyborg that was once Murphy and RoboCop goes to the police's photofit library in load two. Eyes, ears, chin, nose and hairstyle must be matched to

Clarence. Kill him and you must then rescue the president of OCP who's being held hostage by the executive who employed Clarence.

The first thing that strikes you about *RoboCop* is the

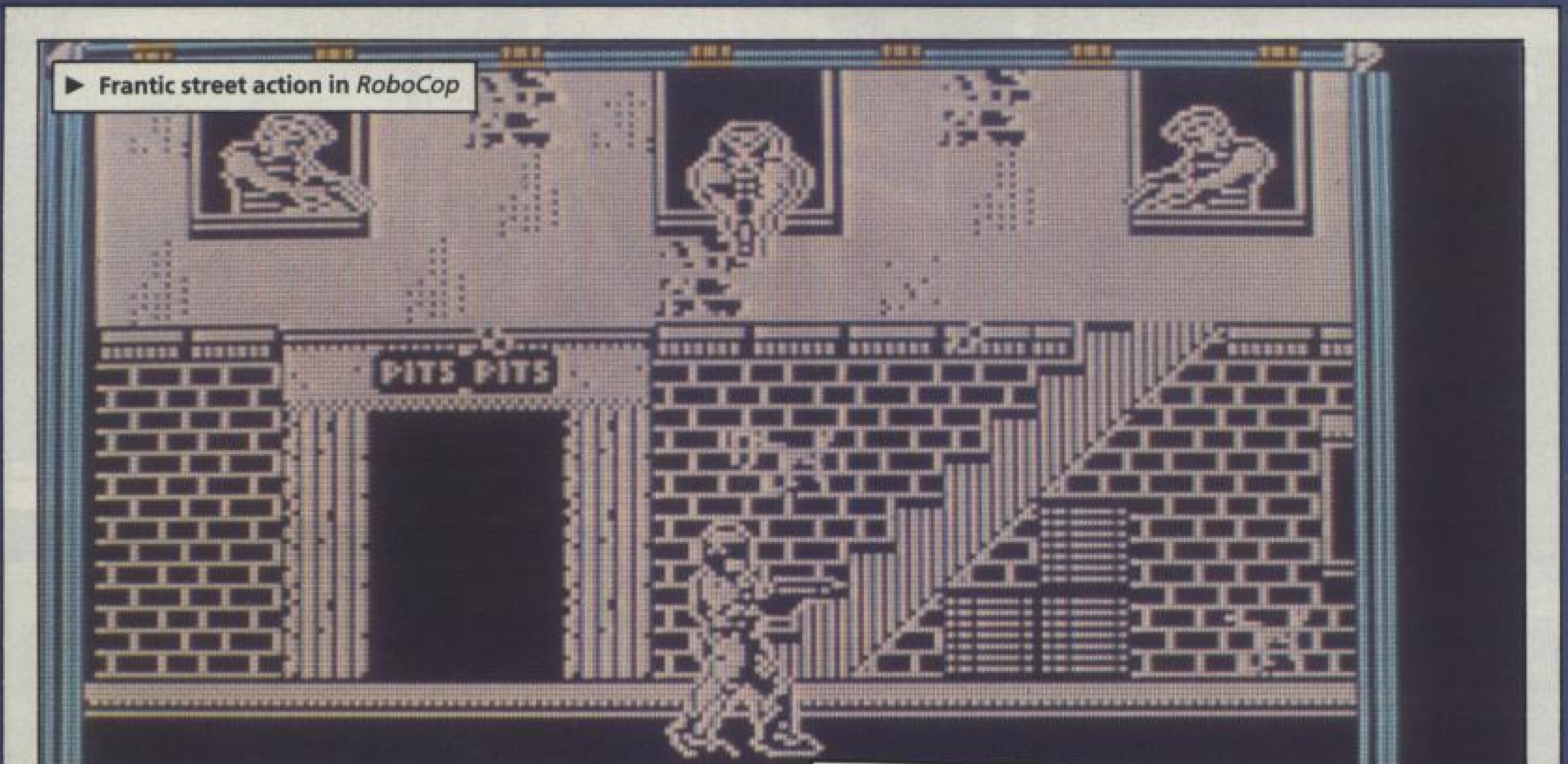
INSTANT JUSTICE

- Learn the positions of the enemies in order to anticipate them.
- Take care with the chainsaw psychos – they often need loads of hits to kill.
- Conserve your ammunition by using the minimum number of shots required to kill each baddie.
- Anticipate the motorbike riders and shoot before they actually appear onscreen.
- On the hostage screen try to anticipate which way the villain will move for a quick, easy shot.
- In the ID section don't spend too long on one feature, some overlap and until you've got a full face its easy to get confused.



Crikey, I remember when policemen wore silly helmets, rode bicycles and kept saying 'Evening all', but this RoboCop chappie is a bit more like a badge-wearing Charles Bronson! He mercilessly blasts criminals, but even though he's made of metal he ain't so great. A hail of enemy bullets soon finishes him off, while turning in a crouch makes him stand up! At the same time, care must be taken not to waste your limited supply of ammunition – if you run out, you're dead meat (or should that be circuitry?). With all these problems, *RoboCop* is initially very hard, but as you learn the patterns of enemies (they appear in the same places every time), you soon work out a strategy for success. And it's definitely worth persevering to see the detailed backdrops and nicely-animated enemies. Thankfully, *RoboCop* doesn't just rely on the usual shoot-'em-up theme; it mixes several varied sections together, each requiring different skills to complete, to make a truly excellent package. Fans of the film and arcade buffs alike, will not be disappointed.

PHIL 91%



▶ Frantic street action in *RoboCop*

character's animation which is probably the best ever seen on the Spectrum – it really is that good. Scrolling is perfectly smooth and sound is great, with sampled speech saying 'RoboCop'. Playability, as far as we've got, is great. Going back to the start of sections is frustrating, as is the ammunition limit, but since the enemies always follow the same patterns this forces you to get really good. Other sections, such as the ID stage, are surprisingly effective as well, making this an instant Spectrum classic.

STUART 94%

MARK Without doubt this is one of the closest translations of a movie ever achieved in a computer game, making this unmissable for all *RoboCop* fans. The extra sections written by Michael Lamb and Dawn Drake to improve the basic coin-op are really good and add a lot to the game. The result is a conversion that's genuinely superior to the arcade. Ingame music is really good on the 128 with some nice gunshot effects as well. Admittedly progress is tough, until you learn the attack patterns it might seem impossible, but with ED209, the junkyard scene and the OCP tower still to see I can't stop playing it. One of the best films of 1988 has made one of the best Spectrum games as well, congratulations Ocean.

90%



▶ So what if I eat baby food?



▶ Metallic action in the Drugs Factory

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: well-animated sprites fight it out on detailed, horizontally-scrolling backgrounds
Sound: a nice bit of sampled speech and some catchy 128K ingame music to complement good shooting effects
Options: definable keys, music on/off
General rating: a superb implementation of the licence, which successfully captures the spirit of the violent film

Presentation	88%
Graphics	90%
Sound	86%
Playability	92%
Addictive qualities	91%

OVERALL 92%

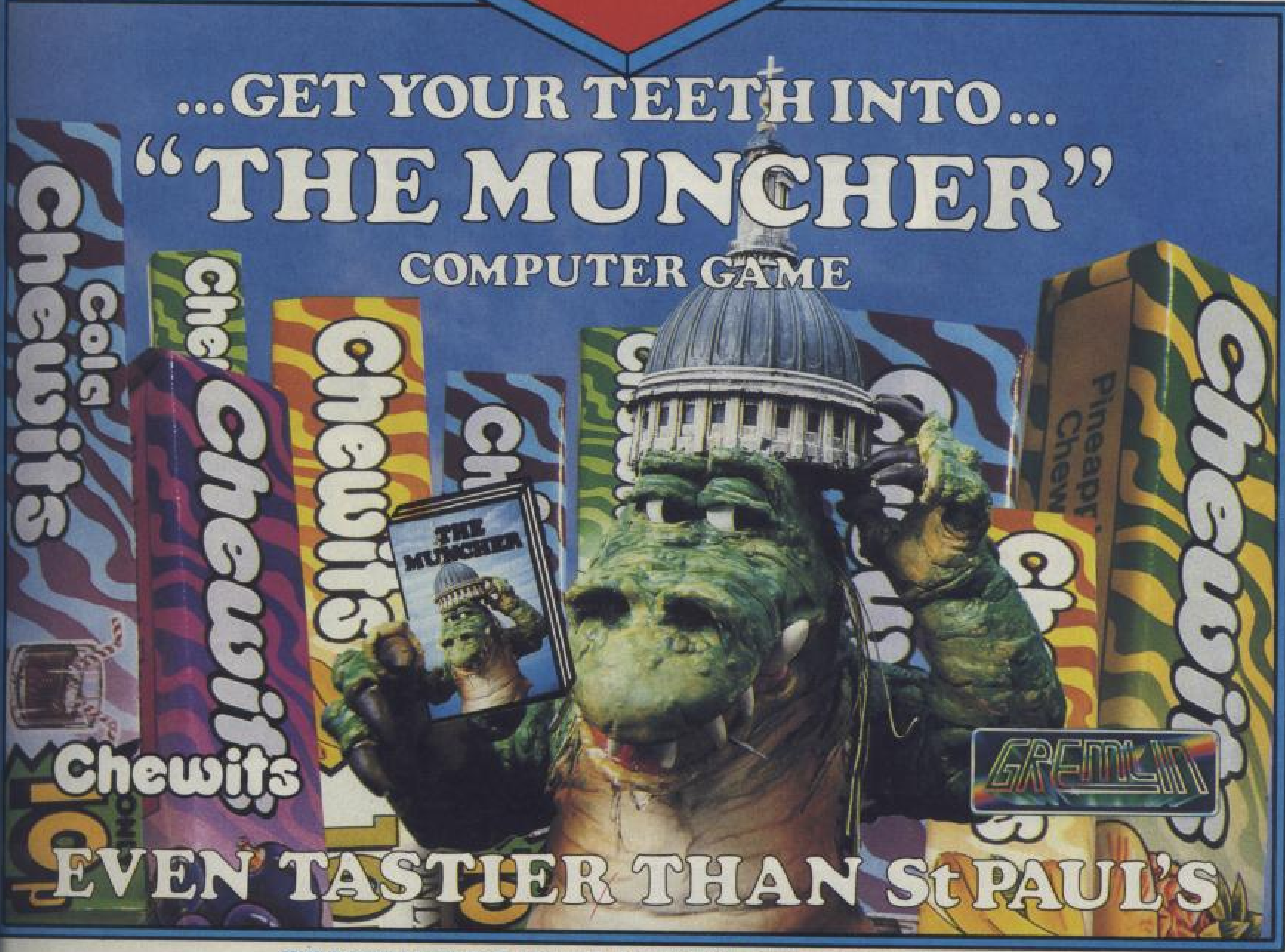
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Screen shots from CBM 64/128 and Spectrum versions.



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R-TYPE

● *Bonfire night bonanza from the dreamers . . .*

Producer **Electric Dreams**
Legal costs **£9.99 cass**
Author **Bob Pape**

According to Mediagenic's lawyers, *R-Type* is a highly original arcade action shoot-'em-up. CRASH readers may have a different opinion of this Irem Corporation licence, but, as is so often the case, game format takes a backseat to actual playability. The scenario for all this is of the peaceful-galaxy-being-invaded-by-hideous-aliens variety. Naturally a lone spaceship will have a better chance against the aliens than the galaxy's massed fleets and as for the pilot . . . well, thank you for volunteering. Very brave of you.

The latest spacefighter technology (I thought this was a peaceful place – Ed) is represented by the awesome R-9. A single-seat ship initially armed with just a standard R-type laser. While rather feeble in rapid fire mode, by holding down fire for a few seconds you can discharge a massive blue fireball which destroys virtually all in its path.

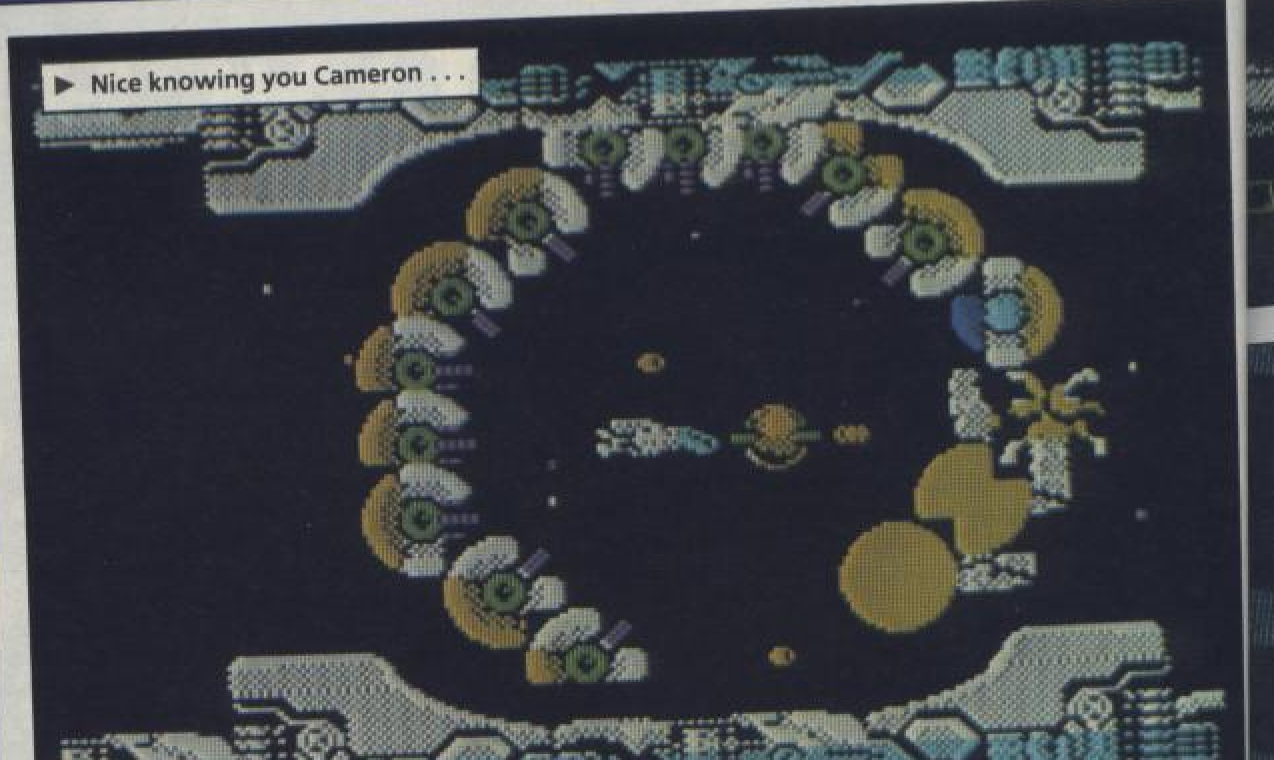
Further weaponry can be added to your ship by collecting the glowing orbs deposited by the remains of a large number of blasted aliens. Add-on weapons include missiles, a more powerful laser and a small remote craft which flings out bullets at an amazing rate. These are lost when you die, so some pretty nifty flying is needed to get far into the eight, multiloaded levels. Ranged against you are swarms of alien fighters to chase you around the screen, ground-based missile launchers setting a stream of rockets on your tail, and rapid-fire gun turrets. An almost equally formidable threat is provided by the scenery – collisions with which are lethal. Then, of course, there's the end-of-level guardian which will take all the firepower you can muster to defeat it.

The guardians, like the rest of the game, look very good indeed. Attacking ships in particular are well-drawn and animated with some really

PHIL So it's arrived. The Spectrum conversion one of the arcades' best looking coin-ops. Well it was bound to be a disappointment, wasn't it? But wait a minute, what's this? Colourful, well-drawn sprites in an absolute orgy of violent action, that's what! Okay, so there's quite a bit of colour clash, and sometimes it's hard to see what's happening, but all the same *R-Type* is amazingly playable and deviously addictive. The stunning range of weapons featured on the coin-op is available here too, preserving the coin-op's strategic aspects. After collecting a few extra weapons, your ship becomes an absolute fortress of weaponry with heat-seeking rockets, lasers and plasma bolts. And believe me you need all the armaments you can get to combat the constant barrage of varied, multi-coloured enemies. As for the massive, end-of-level monsters . . .

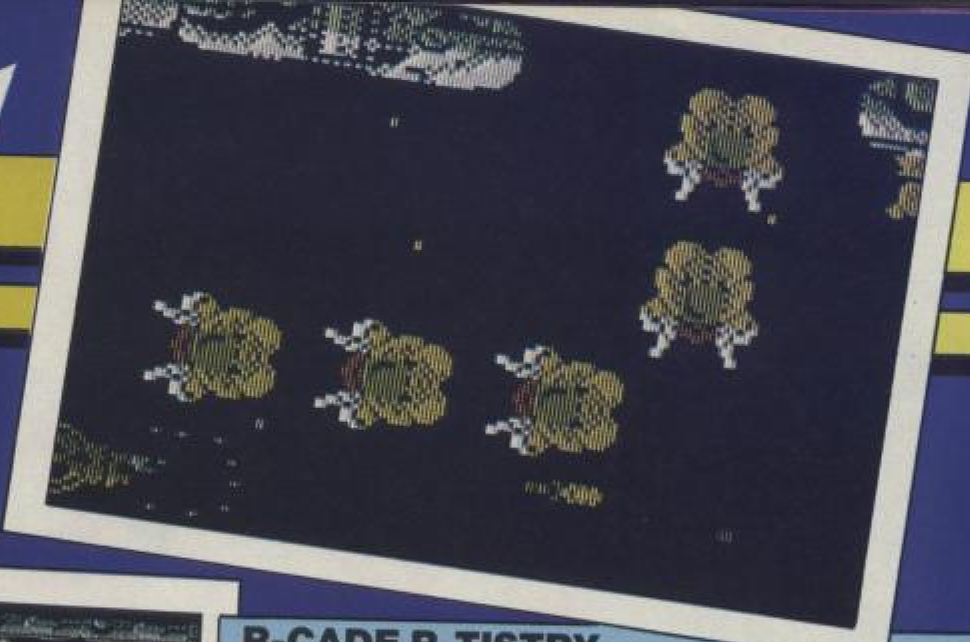
All these features go to make *R-Type* a truly excellent and challenging shoot-'em-up.

93%



▶ Nice knowing you Cameron . . .

A CRASH Smash



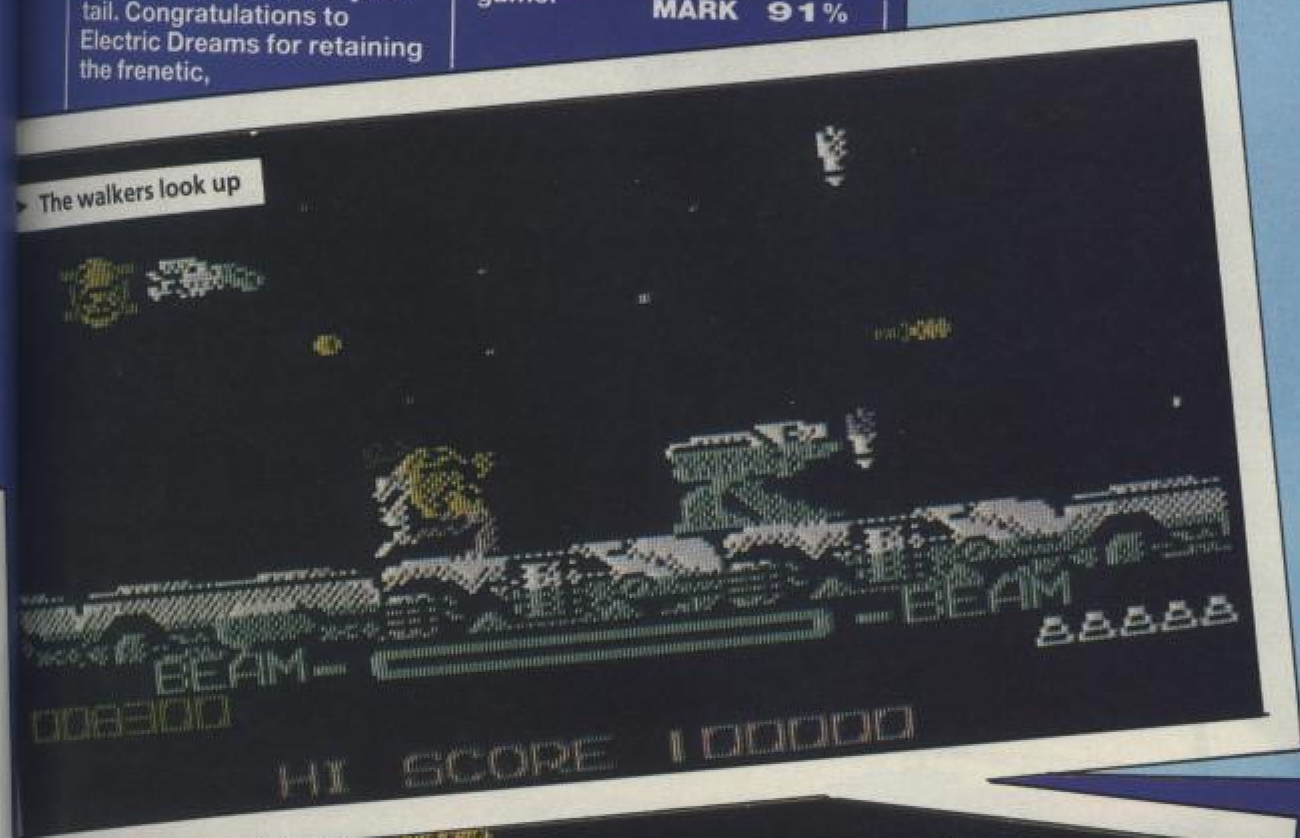


good, bright colours. The ferocity of the aliens' attacks might put some people off at the start, even Nick had problems finishing the first level, but don't give up! Once you've had a bit of practise you can get some great thrills squeezing through amazingly small spaces with a horde of blood-thirsty aliens on your tail. Congratulations to Electric Dreams for retaining the frenetic, arcade feel and producing such a brilliant game.

MARK 91%

R-CADE R-TISTRY

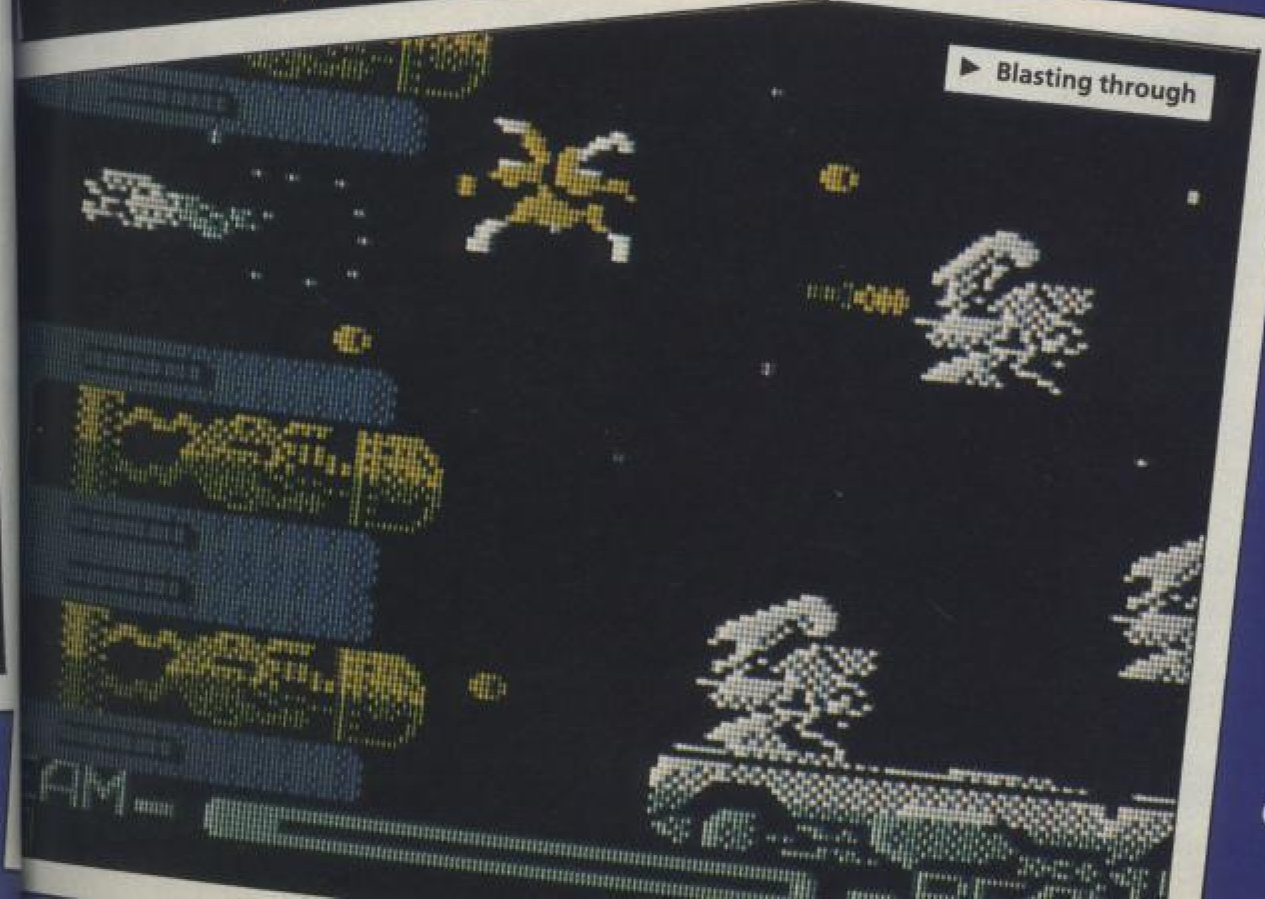
- Fire rapidly to destroy the aerial enemies.
- Use blue plasma bolts to destroy missile launchers and large aliens.
- Collect as many extra weapons as possible for further on in the current level.
- Make sure you don't crash into the scenery when you're blasting like mad.
- Knock out the end-of-level monster's eyes and get right up to its mouth to blast it to smithereens.
- Be careful at the start of the second level; camouflaged nasties pop out from below and above you.



The walkers look up

This has got to be the arcade conversion of the decade (well at least the past three months). I know I've said that conversions have been good before, but *R-Type* is mega! The amount of colour, sound and excellent graphics that have been packed into it will just knock you over. Some of the sprites almost fill up the entire screen and they take quite a bit of pounding before they're defeated. You collect more weaponry as you destroy each wave of aliens and when you have the lot, you're *almost* unstoppable. Presentation is highly polished with excellent title and loading screens, plus a multitude of levels for you to blast through. This is an absolute must for every arcade shoot-'em-up freak, you gotta buy it!

NICK 93%



Blasting through

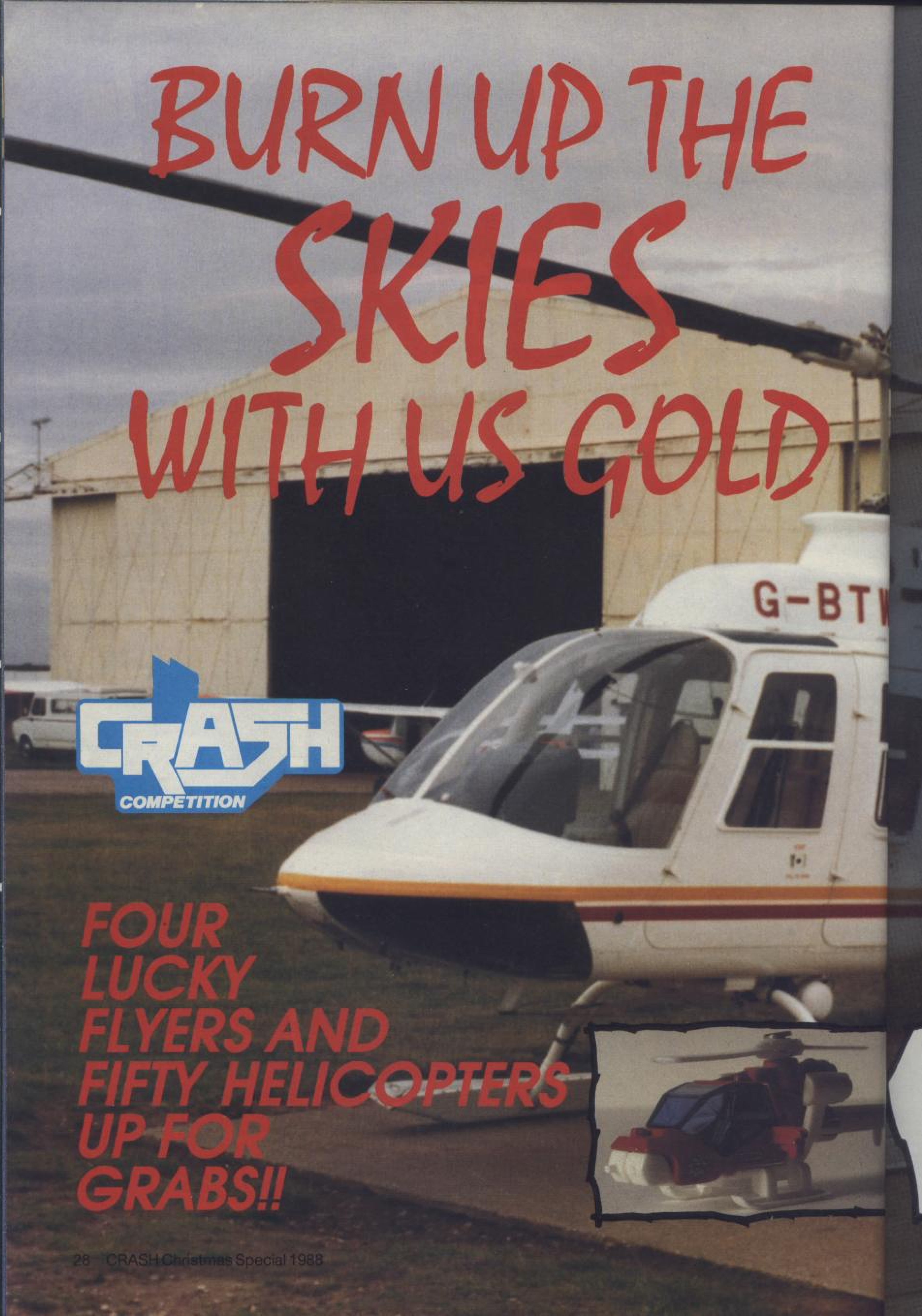
THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: colour is used very liberally, but even the resulting clashes don't spoil the detailed, fast-moving sprites
Sound: plenty of noisy effects during play
Options: definable keys
General rating: the frenzied action really sets pulses racing – a surprisingly good conversion of the classic coin-op

Presentation	92%
Graphics	91%
Sound	60%
Playability	94%
Addictive qualities	93%

OVERALL 92%

BURN UP THE SKIES WITH US GOLD



CRASH COMPETITION

FOUR LUCKY FLYERS AND FIFTY HELICOPTERS UP FOR GRABS!!

THUNDER BLADE

is here and CRASH Smashed (91%) in this issue!!

Haven't you ever wanted to zoom up into the wild blue yonder in a helicopter gunship, armed to the teeth with the most sophisticated weaponry the taxpayers' cash can provide. And then, blast the armour-plating off the battle wagon some equally warmongering country as your own has sent meet you. Isn't your wall covered with pictures of Prince Andrew and Mike Smith? Uh, well, make that Prince Andrew and Noel Edmonds. Of course, not everyone can afford the ultimate fashion accessory depicted above, certainly not a humble comps minion. So rather than sneaking into your local air force establishment and borrowing one, why not enter this competition? You've already read the first paragraph, after all.

Naturally you've played the incredible *THUNDER BLADE* demo on this month's cover, and of course you want more. More swooping through cities, jungles and canyons blasting all that moves. My, aren't you the homicidal warmonger? There is a peaceful side to things you know. Like soaring above some busy urban centre and admiring the spectacular view with the rotors whirring above and Mike Smith at the controls . . .

No, only joking, honestly. There won't be a disc jockey in sight when the *FOUR FIRST PRIZE WINNERS* climb aboard one of the world's favourite helicopters – the Bell JetRanger above. Completely lacking tinted hair and designer suits there'll be a highly-trained pilot, providing a breath-taking flight of an hour or so over the heart of England. Cooo! Not even the arcade machine's hydraulics could match that.

Second prize will be a wonderfully warm, and completely harmless if not armless (groan – Ed) *T-SHIRT* emblazoned with the *Thunder Blade* logo for *15 RUNNERS-UP*. Third prize, unfortunately for you peace-lovers, is the incredibly violent and blood-thirsty *THUNDER BLADE* game. These software house just can't help themselves can they? But unless you're a monochromatic sprite, don't worry, it can't harm you and it's pretty darn addictive too. *TWENTY-FIVE* people will be sent copies of that. Then there's *FIFTY FOURTH-PRIZE TOY HELICOPTERS* by those masters of the scale model, Matchbox. This is exactly the same shape as the one in the game – eg, a lot like the one in the *Blue Thunder* movie, but with a peacekeeping sheriff's badge on the sides. I haven't stopped playing with it since the Ed got it. But don't tell him, he thinks its still over in photography!

So if you fancy your chances of winning a trip in the chopper, have a look round the page for three drawings of various helicopters. Think you can identify them? Well go to it. Remember the judges' word is final, and all entries must reach us by January 1 1989. Send your entries addressed to **HOT STUFF IN HELICOPTERS, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB*.**

CHOPPER A





CHOPPER B



CHOPPER C

I'VE GOT A PRETTY GOOD IDEA THAT . . .

Chopper A is a ....

Chopper B is a ....

Chopper C is a ....

(Hope I'm right, I really fancy a flight in a helicopter.)

NAME ....

ADDRESS ....

....

.............................POSTCODE ....

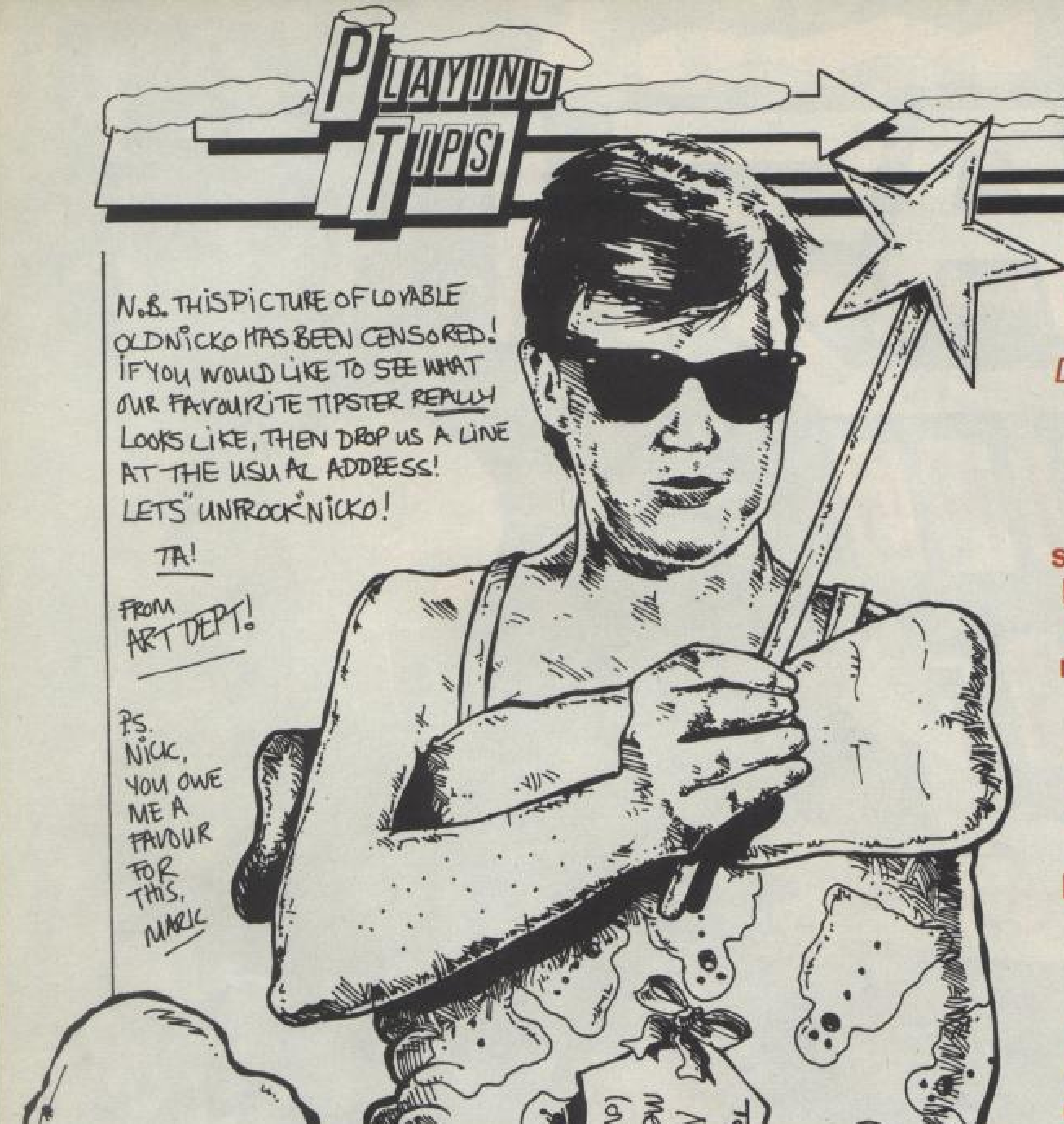
CRASH PLAYING TIPS

Christmas Special



SPECIAL 32-PAGE CHRISTMAS SPECIAL EDITION

- ★ ALL THE LATEST HINTS, POKES AND MAPS IN THE DEFINITIVE GUIDE TO ALL THE HIT GAMES
- ★ THE ONLY GUIDE YOU'LL EVER NEED (TILL THE NEXT ONE!)
- ★ ALL THE TOP HACKERS UNDER ONE COVER!
- ★ 32 TIP-PACKED PAGES FROM THE COUNTRY'S TOP TIPSTER



Festive Greetings to one and all (well what else can I say at Christmas?), and welcome to this magnificent (even if I do say it myself) 32-page Playing Tips Special. I must have been mad to take on this project (many will argue that I am), but I have proved myself to be the ultimate tipster by writing this lot in record time – like, about three weeks! (Big head – Ed, Ass Ed, Phil, Mark, Lloyd.) The vast amount of POKEs, tips and maps that have been crammed into these precious pages will just blow your mind (you have been warned!). If you can't find something that suits your tastes I'll be very surprised. (Got any ham and pineapple pizzas? – Phil.)

No, Phil, sorry. But, I have got *the Gunship* editor (much better than the one I work with – but, if it's anything like ours, it probably won't work!) and performance diagram; maps of *Marauder*, *Joe Blade II*, *Draconus*, *Dan Dare II*, *Deviants* and (deep breath) *Gunfighter*, all excellently drawn and painted.

There's an adventure section for those maps and POKEs that were just too big to be printed in this month's Adventure Trail – with a picture of an attractive new mapper, Sarah Wills (I'm always a sucker for a pretty face), who along with Robin Lincoln has sent in a mega-detailed map of *Rigel's Revenge*.

For the owners of that Romantic Robot gadget, the Multiface 1, there's a complete A-Z of Multiface POKEs on all recent games – no more delving into the back issues more – I'm sure there will be many a happy face over that! Then, of course, there's Flashback and Cheat Mode Motel also in there somewhere, with almost a page each to themselves!

Christmas is now upon us and the CRASH office has been festivised, if that is the word for it (probably not). Old (well he is 20 – just!) Mr Ed finally opened his wallet (you should have seen the moths – as fat as Phil's sheep!) and purchased some decorations for us to hang around the place. The only problem is that the ceiling is so low, and Mark Caswell is so high. He walked through the door the other

day and almost hung himself on a string of tinsel! Never mind though, we all chipped in for a couple of new bolts to go through his neck (sorry, Mark).

If you contributed to this bumper Playing Tips then thanks a million, and printed work wins their owners an Olibug (my desk has been swamped in the things for months now, so I'll be glad to get rid of a few) and a signed 'With Compliments' slip from me (should be worth a bit in years to come!).

How inconsiderate! There's me babbling on and you wanting to get on with the tips, I won't hold you any longer. Now say after me, 'For what I'm about to receive, I am truly thankful'. I'll see you at the end . . .

MARAUDER

D : DEFENCE BEACON. SHOOT WHEN ON RIGHT COLOUR TO GAIN BONUS.

BLUE: REVERSE CONTROL FOR 10 SECONDS
RED: EXTRA SMART BOMB
MAGENTA: LOSE A LIFE
GREEN: GUN JAMMED FOR 10 SECONDS
CYAN: EXTRA LIFE
YELLOW: SHIELDS FOR 10 SECONDS

G : GUN EMPLACEMENT, I.E. ANYTHING THAT STAYS STILL AND SHOOTS AT YOU.

H : HOMING NASTIE.

M : MISSILE EMPLACEMENT.

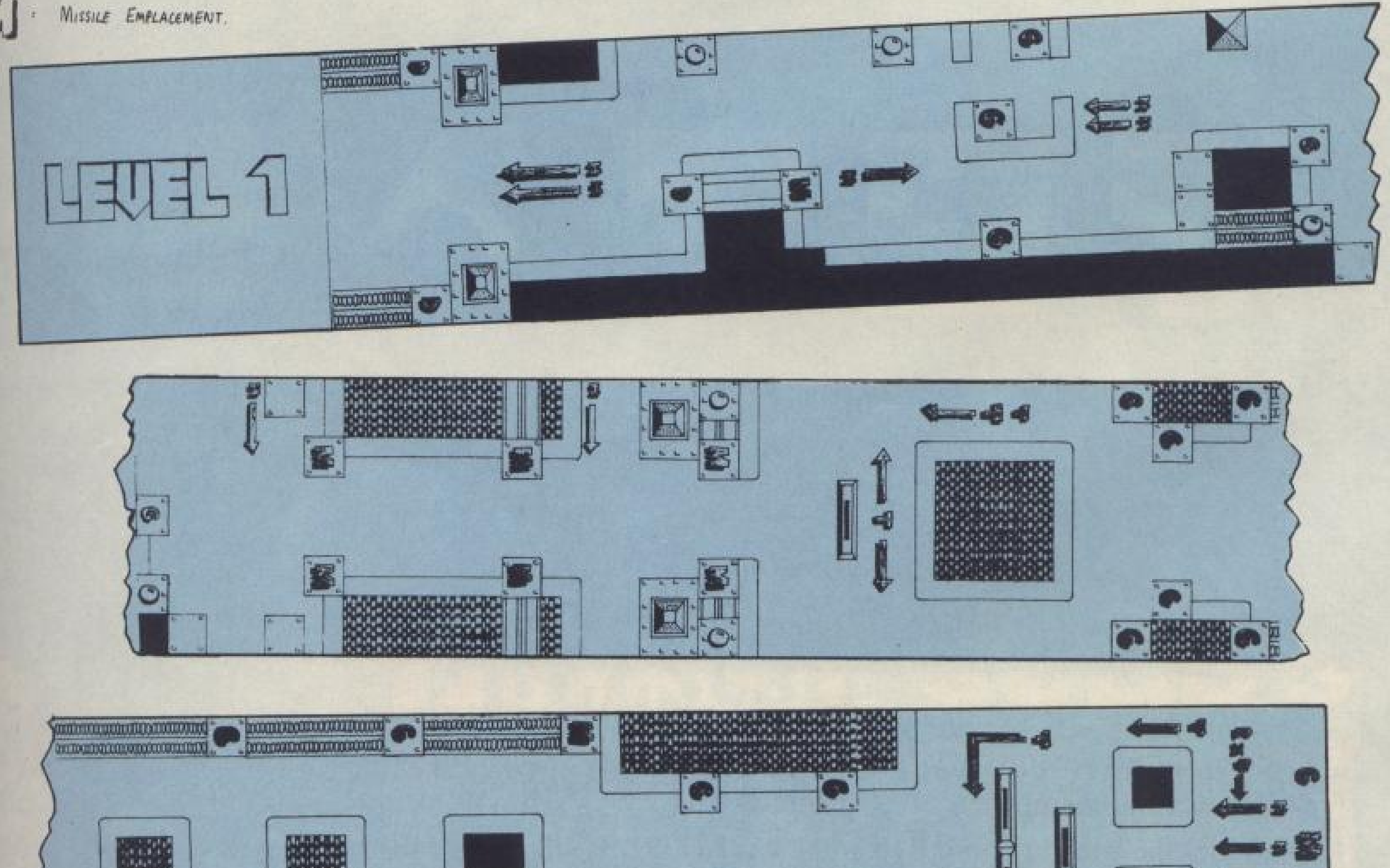
S : SET PATH NASTIE, I.E. NASTIE THAT ALWAYS FOLLOWS THE SAME PATH.

T : TANKS. A TYPE OF SET PATH NASTIE WHICH MOVES VERY FAST.

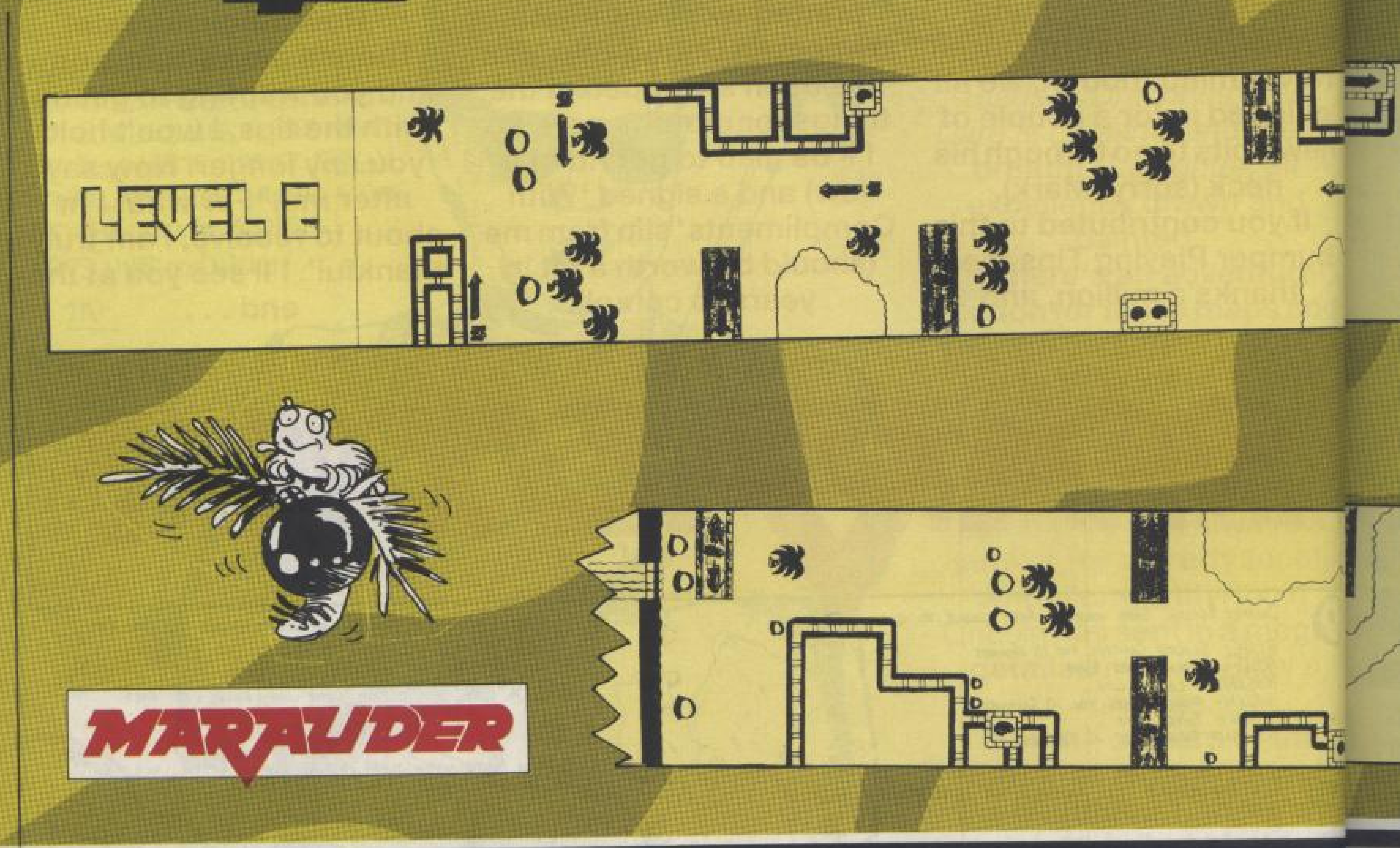
R : SET PATH NASTIE WHICH TURNS INTO A HOMING NASTIE, SUCH AS THE ROTATING NASTIES AT THE END OF LEVEL 1.

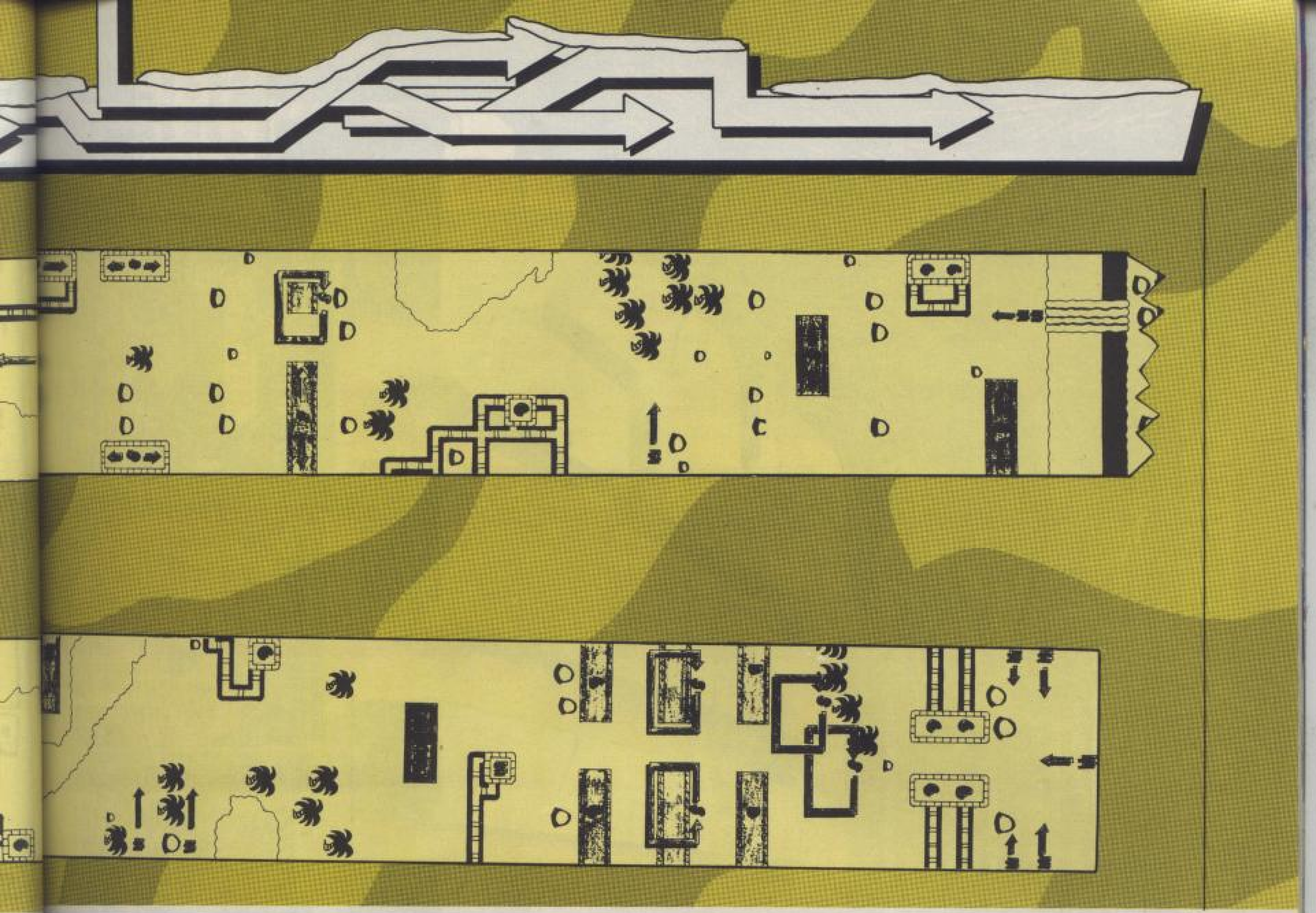
X : INDICATES NUMBER OF NASTIES OR WAVES OF NASTIES, E.G. x5, x2 ETC.

HG : HOMING GUN, I.E. HOMING NASTIE WHICH CANNOT COLLIDE INTO YOU, SO SIMPLY FIRES AT YOU.



PLAYING TIPS



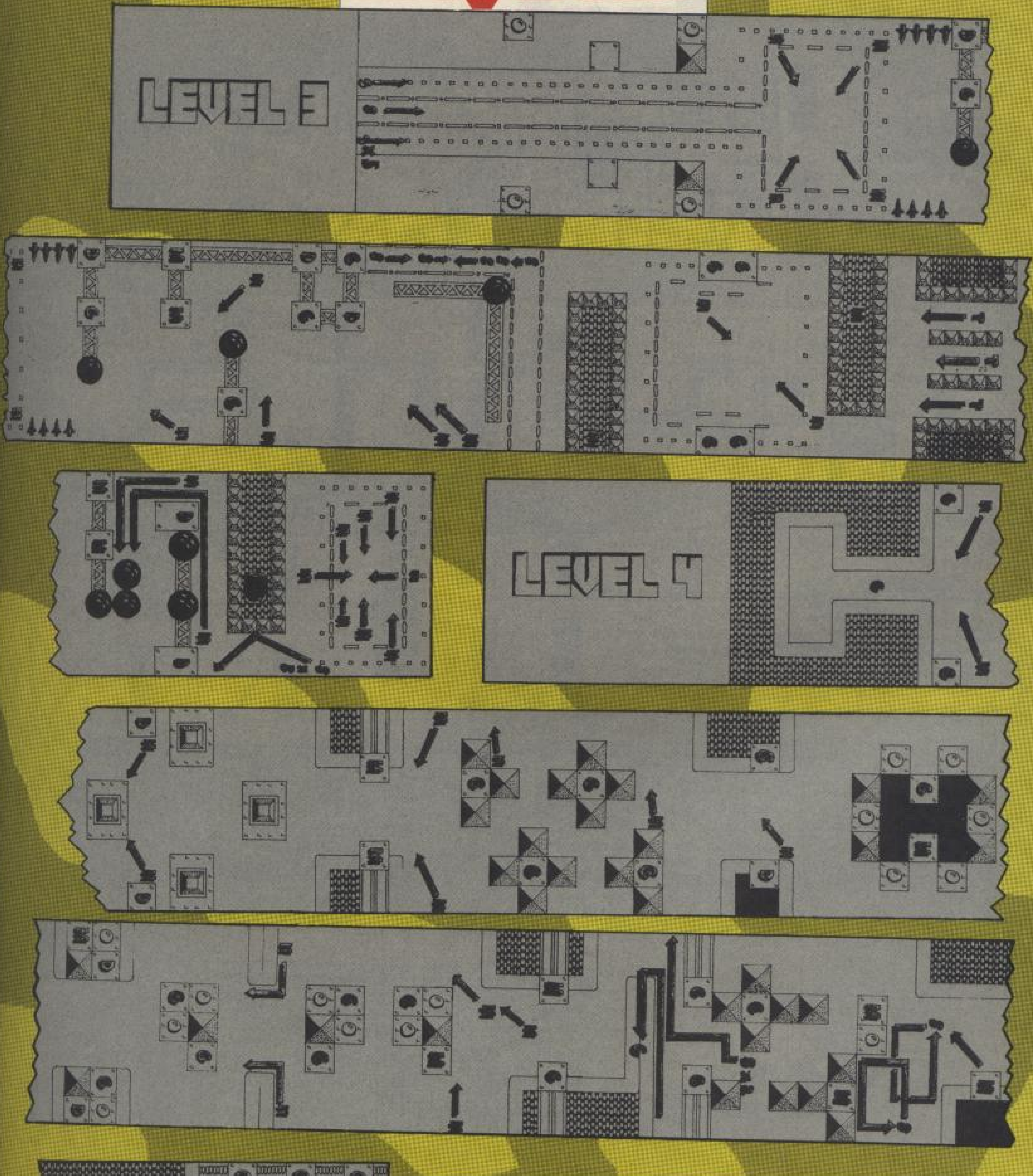



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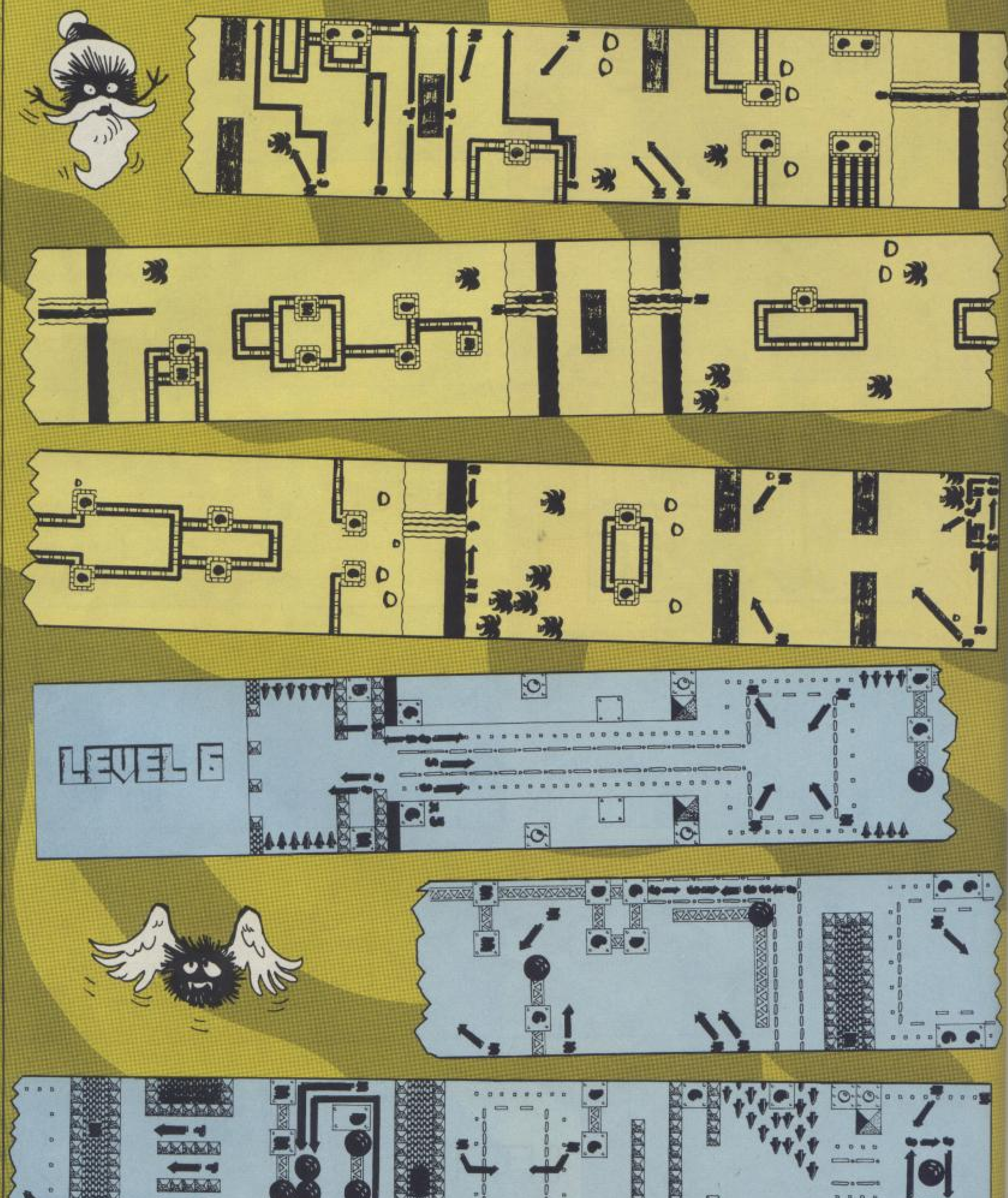
PLAYING TIPS

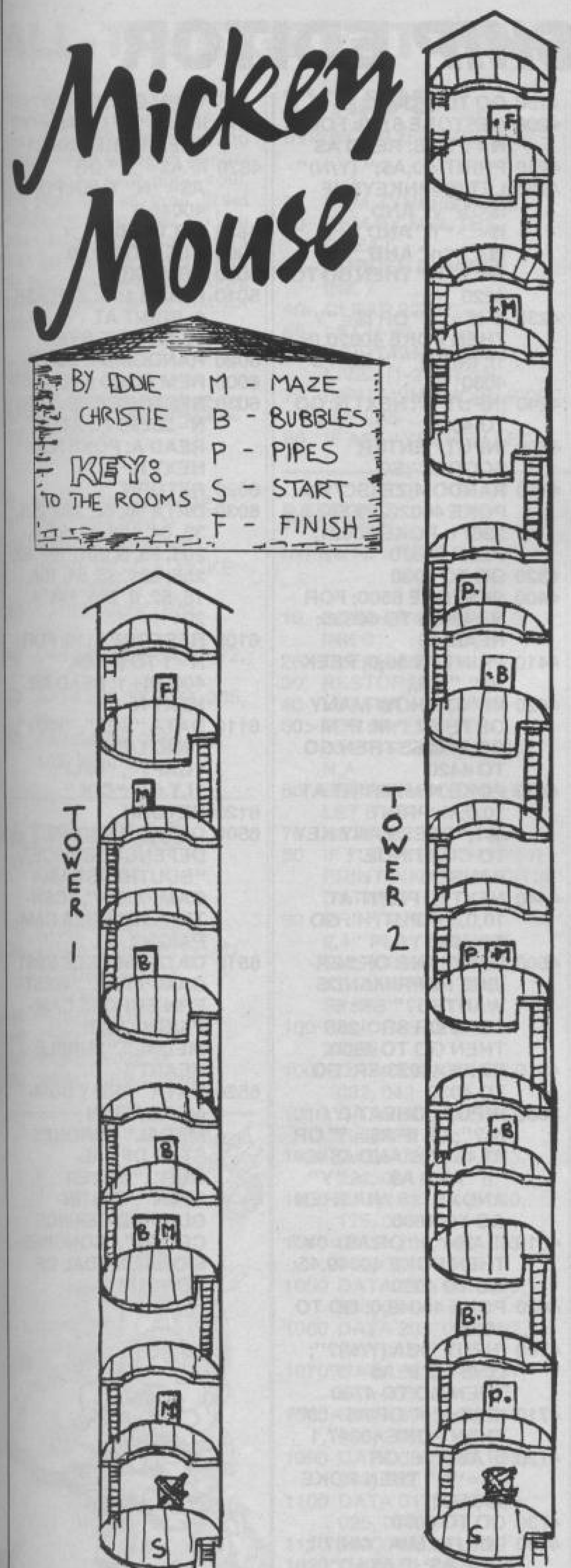
MARAUDER



PLAYING TIPS

MARAUDER





HOT TIPS FOR *HOT SHOT*

That pinball/breakout offspring, *Hot Shot*, was great fun if a bit difficult for the normal human-being – whenever you wanted the ball to go one way it always seemed to go the other! Well now you can try to better your score with these totally crucial tips from Stuart Ridge **of Marazion.**

Level One

The best person to have is Tojoi. When you start, shoot the ball up the side shoots or make a passage way through the bricks. Fire the ball up so it goes to the top of the arena and then turn your graviton guns the way you want the ball to go. After clearing all the bricks, fire the ball straight up so it hits the top of the arena (this gives you points) and keep doing this until the time limit is up.

Bonus Stage

The best way to get guaranteed points is to catch the ball, fire it straight up and move out of the way – the ball should then settle on the ground. Wait until the clock says about three seconds before running onto the ball killing yourself (sounds risky, though). You will get a big bonus.

Level Two

This is quite a hard stage, it's best to hold suck down and point the gun towards the ball at all times. If the ball goes into the plasma re-energisation point (the hole in the middle for the simple folk) then keep your gun still with suck down – moving it can move the ball out.

Level Three

Possibly the hardest of all the stages. Try to get the last brick as this gives you the bonus. If the computer/opponent gets it then it's hard for you to qualify, or even get to the bonus stage.

Level Four

An easy stage, don't kill the opponent until you get over 80000; keep shooting the red bricks and replenishing them on the other side to build up points.

Level Five

The easiest stage of all if you're playing against the computer. Just go to the end of your platform (the one that's farthest from your opponent) and watch the computer kill itself.

OVER LAND AND SEA

There seems to be an abundance of car chase games around lately: there's US Gold's *Roadblasters*, the jeep section of *19 Part One – Boot Camp* and the one we're concerned with – *Overlander.* **These are the only tips you'll need, to really get that customised car of yours ripping over the land. There are from** Wez **of Walderslade which is a bit greener than the lands in** *Overlander.*

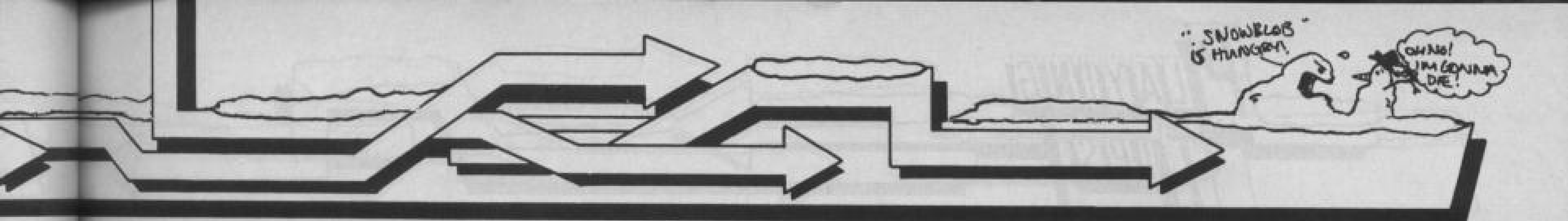
1 *On the first mission, choose the counterfeit money to start with, you'll need the cash.*
2 *You shouldn't need to spend more than $2000 on fuel (or even less if you use the POKE printed elsewhere in this cornucopia of tips). (Even that isn't in my Long Word Dictionary – LM.)*
3 *Spend the rest of the money on a turbocharger and three rounds of bullet-proofing (each round only protects you once).*
4 *When the roadhogs come from behind, it is easier to bump them into the upturned cars on the roadside than shoot them. But when they come from ahead the opposite is the best method.*
5 *When you know that the kamikaze bikers are about to appear, drive along one edge of the road. Then they will usually appear on the other side and sweep across the road in front of you, giving you the opportunity to shoot them.*
6 *If you followed the earlier tips then you will have no special weapons. Therefore, when the pick-up trucks appear, line yourself up and hold the fire button down for a second or so. This will automatically fire two rounds and, only on the first level, this will be enough to destroy them.*
7 *When choosing equipment the second time around armour plating is a must, and ram-plates will be a help (armour makes you immune to bikers and each ram-plate will protect once when you crash into a barrier from Snake Canyon onwards).*
8 *Lastly, when you do get to the barriers, SLOW DOWN. (Better to be safe than sorry as Lloyd's granny is always reminding me.)*

THE GREAT *GUNSHIP* EDITOR

Gather round, gather round, here is the tip of the decade! Have you ever been playing that brilliant MicroProse simulation *Gunship* and wished you could be a Colonel with all the medals there was to have? Well now you can, and even cheat with this fantastic program from Peter Tan of Singapore. If you type it in (128K/+2 and +3 users should select 48K BASIC mode) and run it you can edit your service card and save the data to tape. Then load the game as normal and go to the option of loading in a new card. Load in your saved data and all those goodies will be yours. Easy!

```
1    REM GUNSHIP EDITOR (C) 1988 PETER TAN FOR CRASH
10   BORDER 0: PAPER 0: INK 7: CLS: GO SUB 6000
20   LET A$="GUNSHIP EDITOR": PRINT AT 0,(32-LEN A$)/2; PAPER 2; A$: PRINT AT 1,3; PAPER 1;"(C) 1988 PETER TAN FOR CRASH"
30   PRINT '''TAB 3;"1) Display Service Record"''TAB 3;"2) Load Service Record"''TAB 3;"3) Save Service Record"''TAB 3;"4) Alter Service Record"''TAB 3;"5) Exit Program"
40   PRINT AT 18,7; FLASH 1;"PRESS KEY TO SELECT"
50   LET I$=INKEY$: IF I$="" OR (I$<"1" OR I$>"5") THEN GO TO 50
60   GO TO (1e3*VAL I$)
1000 REM DISPLAY
1010 CLS: PRINT TAB 9; PAPER 2; INK 6;"SERVICE RECORD"
1015 PRINT "Name: ";
1020 LET A$="": FOR N=40000 TO 40019: LET A$=A$+(CHR$ PEEK N AND PEEK N>31): NEXT N: PRINT A$
1030 PRINT "Rank: ";: GO SUB 6100: PRINT A$
1040 PRINT "Score: ";(PEEK 40021+256*PEEK 40022)*10
1050 PRINT "Cheat: ";("YES" AND PEEK 40049)+("NO" AND NOT PEEK 40049)
1060 PRINT "MIA: ";("YES" AND PEEK 40046)+("NO" AND NOT PEEK 40046)
1062 PRINT "KIA: ";("YES" AND PEEK 40047)+("NO" AND NOT PEEK 40047)
1065 PRINT "Service Reprimands: ";PEEK 40023
1070 PRINT ' INK 5;"MEDALS: "
1080 RESTORE 6500: REM MEDAL TABLE
1090 FOR N=40024 TO 40035: READ A$
1100 IF PEEK N<>0 THEN PRINT PEEK N;" ";A$
1110 NEXT N
1200 PRINT #0; PAPER 6; INK 0;" PRESS ANY KEY TO CONTINUE "
1210 IF INKEY$="" THEN GO TO 1210
1220 CLS: GO TO 20
2000 REM LOAD
2010 RANDOMIZE USR 23296: CLS: GO TO 20
3000 REM SAVE
3010 PRINT #1;'Start tape then press any key": PAUSE 0: INPUT ""
3020 RANDOMIZE USR 23310: CLS: GO TO 20
4000 REM ALTER
4010 CLS: PRINT TAB 12; PAPER 4; INK 0;"ALTER "
4020 PRINT '"1) Name","4) Medals"'"2) Rank","5) Srvce Repmnd"'"3) Score","6) Cheat"'"7) KIA","8) MIA"'"9) Exit"
4030 PRINT AT 8,7; FLASH 1; INK 6;"PLEASE SELECT KEY"
4040 LET I$=INKEY$: IF I$="" OR (I$<"1" OR I$>"9") THEN GO TO 4040
4050 PRINT AT 8,0,,: GO TO (100* VAL I$+4e3)
4100 INPUT "NAME (MAX 15 LETTERS)? "' LINE A$
4110 IF A$="" OR LEN A$>15 THEN GO TO 4100
4120 FOR N=1 TO LEN A$: POKE 39999+N, CODE A$(N): NEXT N
4130 FOR N=(LEN A$)+1 TO 15: POKE 39999+N,0: NEXT N
4150 GO TO 4030
4200 RESTORE 6110: FOR N=1 TO 8: READ A$
4210 PRINT #0;A$;" (Y/N)"
4220 LET I$= INKEY$: IF I$<>"y" AND I$<>"Y" AND I$<>"n" AND I$<>"N" THEN GO TO 4220
4230 IF I$="y" OR I$="Y" THEN POKE 40020,(N-1): INPUT "": GO TO 4030
4240 INPUT "": NEXT N: GO TO 4030
4300 INPUT "ENTER SCORE: ";SC
4310 RANDOMIZE (SC/10): POKE 40022, PEEK 23671: POKE 40021, PEEK 23670
4320 GO TO 4030
4400 RESTORE 6500: FOR N=40024 TO 40035: READ A$
4410 PRINT AT 10,0; PEEK N; " ";A$,,
4420 INPUT "HOW MANY OF THIS? ";M: IF M<0 OR M>255 THEN GO TO 4420
4430 POKE N,M: PRINT AT 10,0;M: PRINT #1;"PRESS ANY KEY TO CONTINUE": PAUSE 0
4440 NEXT N: PRINT AT 10,0,,: INPUT "": GO TO 4030
4500 INPUT "NO OF SERVICE REPRIMANDS WANTED?"'SR: IF SR<0 OR SR >255 THEN GO TO 4500
4510 POKE 40023,SR: GO TO 4030
4600 INPUT "CHEAT (Y/N)?";A$: IF A$="" OR A$<>"y" AND A$<>"n" AND A$<>"Y" AND A$<>"N" THEN GO TO 4600
4610 IF A$="y" OR A$="Y" THEN POKE 40049,45: GO TO 4030
4620 POKE 40049,0: GO TO 4030
4700 INPUT "KIA (Y/N)?"; LINE A$: IF A$="" THEN GO TO 4700
4710 IF A$="y" OR A$="Y" THEN POKE 40047,1
4720 IF A$="n" OR A$="N" THEN POKE 40047,0
4730 GO TO 4030
4800 INPUT "MIA (Y/N)?"; LINE A$: IF A$="" THEN GO TO 4800
4810 IF A$="y" OR A$="Y" THEN POKE 40046,1
4820 IF A$="n" OR A$="N" THEN POKE 40046,0
4830 GO TO 4030
4900 CLS: GO TO 20
5000 REM EXIT
5010 FLASH 1: CLS: FLASH 0: PRINT AT 10,12;"BYE BYE!"
5020 RANDOMIZE USR 0
6000 REM LOAD AND SAVE
6010 RESTORE 6020: FOR N=23296 TO 23323: READ A: POKE N,A: NEXT N
6020 RETURN
6030 DATA 55, 62, 255, 221, 33, 64, 156, 17, 52, 0, 205, 86, 5, 201, 167, 62, 255, 221, 33, 64, 156, 15, 52, 0, 205, 194, 4, 201
6100 RESTORE 6110: FOR N=1 TO (PEEK 40020)+1: READ A$: NEXT N
6110 DATA "SGT", "WO1", "2ND LIEUT", "CAPT", "MAJ", "LT.C", "COL"
6120 RETURN
6500 DATA "NATIONAL DEFENCE SERVICE", "SOUTHEAST ASIA CAMPAIGN", "CENTRAL AMERICA CAMPAIGN"
6510 DATA "MIDDLE EAST CAMPAIGN","WESTERN EUROPE CAMPAIGN","AIR MEDAL","PURPLE HEART"
6520 DATA "ARMY COMMENDATION MEDAL","BRONZE STAR OF VALOUR","SILVER STAR","DISTINGUISHED SERVICE CROSS","CONGRESSIONAL MEDAL OF HONOUR"
```





ALL-TIME GREAT POKES

Remember that free booklet in the October issue? Well, as you all naturally went out and bought every game on our list I thought I'd be a good soul, and print the all time great POKEs for the games, so you could enjoy them even more than before. I've delved into the back issues and brought them all up to date, just for you.

3D DEATHCHASE
INVINCIBLE

```
5  REM DEATHCHASE
6  REM TIM DEILY
10 FOR G=32740 TO
   32758: READ A: POKE
   G,A: NEXT G
20 RANDOMIZE USR
   32740
30 DATA 62, 255, 55, 17, 72,
   63
40 DATA 221, 33, 0, 64, 205,
   86
50 DATA 6, 62, 0, 50, 95,
   103, 201
```

ATIC ATAC
INFINITE LIVES

```
10 LOAD ""SCREEN$
20 LOAD ""CODE: LOAD
   ""CODE: LOAD
   ""CODE
30 POKE 36519,0
40 POKE 35353,0
50 POKE 39092,92
60 PRINT USR 23424
```



ZYNAPS
INVINCIBLE & LIVES

```
6   REM ZYNAPS POKE
20  REM BY MEL THE
    CHEAT
30  BORDER 0: PAPER 0:
    INK 7
40  CLEAR 32767
50  LET I=62
60  INPUT "HOW MANY
    LIVES (1-255)?";N
70  INPUT "INVINCIBLE (Y/
    N)?";A$
80  IF A$="Y" THEN LET
    I=201
90  PRINT AT 11,0;"START
    ZYNAPS TAPE FROM
    START"
100 LOAD""CODE
110 POKE 64531,214
130 RANDOMIZE USR
    64512
140 POKE 65115,15
150 FOR I=23311 TO 23323
160 READ A: POKE F,A:
    NEXT F
170 DATA 62,N,50,208,175
180 DATA 62,I,50,95,155
190 DATA 195,0,128
200 RANDOMIZE USR
    65082
```

MIKIE
INFINITE LIVES

```
10   BORDER 0: PAPER 0:
     INK 0
20   CLEAR 65535
30   RESTORE
40   LET TOT=0: LET B=1
50   FOR N=23296 TO
     23457: READ A: POKE
     N,A
60   LET TOT=TOT+A*B:
     LET B=B+1
70   NEXT N
80   IF TOT=1547454 THEN
     PRINT INK 7;"ERROR IN
     DATA":STOP
90   PRINT INK 7;AT
     9,4;"PLAY IN MIKIE
     MASTER TAPE";AT
     11,10;"FROM THE
     START"
100  RANDOMIZE USR
     23296
1000 DATA 237, 091, 083,
     092, 042
1010 DATA 089, 092, 043,
     205, 229
1020 DATA 025, 221, 033,
     224, 091
1030 DATA 017, 017, 000,
     175, 055
1040 DATA 205, 086, 005,
     042, 083
1050 DATA 092, 237, 075,
     235, 091
1060 DATA 205, 085, 022,
     221, 042
1070 DATA 083, 092, 237,
     091, 235
1080 DATA 091, 062, 255,
     055, 205
1090 DATA 086, 005, 042,
     083, 092
1100 DATA 017, 050, 002,
     025, 017
1110 092, 043, 205, 229
1020 DATA 025, 221, 033,
     224, 091
1030 DATA 017, 017, 000,
     175, 055
1040 DATA 205, 086, 005,
     042, 083
1050 DATA 018, 248, 001,
     105, 002
1120 DATA 205, 139, 091,
     205, 126
1130 DATA 091, 033, 064,
     248, 017
1140 DATA 064, 247, 001,
     128, 000
1150 DATA 237, 176, 062,
     247, 050
1160 DATA 089, 247, 050,
     093, 247
1170 DATA 050, 101, 247,
     050, 121
1180 DATA 247, 062, 201,
     050, 122
1190 DATA 247, 205, 064,
     247, 033
1200 DATA 113, 091, 017,
     086, 250
1210 DATA 001, 013, 000,
     237, 176
1220 DATA 195, 020, 250,
     175, 033
1230 DATA 138, 159, 006,
     006, 119
1240 DATA 035, 016, 252,
     049, 118
1250 DATA 105, 062, 249,
     050, 161
1260 DATA 091, 033, 064,
     248, 229
1270 DATA 209, 001, 059,
     002, 058
1280 DATA 161, 091, 206,
     010, 056
1290 DATA 011, 050, 161,
     091, 174
1300 DATA 119, 237, 160,
     234, 139
1310 DATA 091, 201, 198,
     128, 024
1320 DATA 241, 193
```



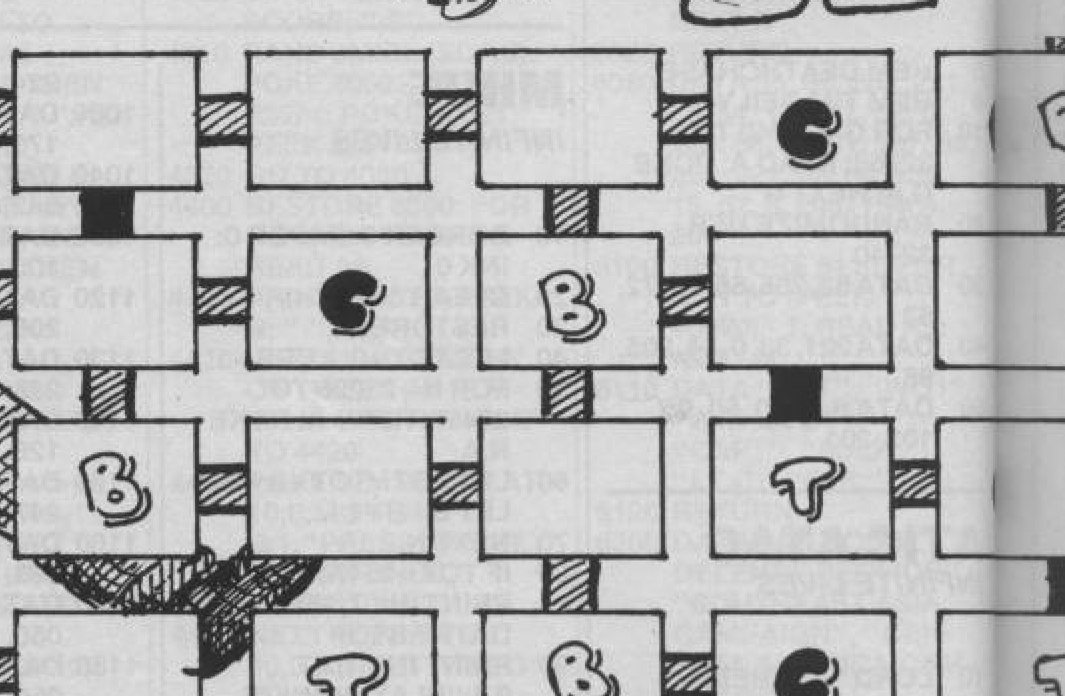
ROLLER COASTER
INFINITE LIVES

```
10  RESTORE
20  FOR N = 23300 TO
    23326: READ A: POKE N,
    A: NEXT N
30  DATA 243, 049, 232, 096,
    175
40  DATA 253, 033, 255, 090,
    033
50  DATA 000, 250, 205, 093,
    250
60  DATA 175, 033, 242, 142,
    119
70  DATA 035, 119, 035, 119,
    195
80  DATA 060, 140
90  PRINT AT 4, 13; FLASH
    1;"SELECT"
100 PRINT AT 8, 7;"1
    UNLIMITED LIVES"
110 PRINT AT 10, 7;"2
    NUMBER OF LIVES"
120 PRINT AT 15, 8;"PRESS
    KEY 1 OR 2"
130 LET A$=INKEY$: IF
    A$="" THEN GO TO 130
140 BEEP .1, 1: IF A$="1"
    OR A$="2" THEN GO
    TO 130
150 IF A$="1" THEN GO
    SUB 200
160 CLS
170 PRINT AT 9,3;"PLAY IN
    ROLLER MASTER
    TAPE";AT
    11,10;"FROM THE
    START"
180 LOAD ""CODE
190 RANDOMIZE USR
    23300
200 CLS
210 PRINT AT 9,2;"Enter No.
    of Lives (10 to 255)"
220 INPUT B$: BEEP .1, 1
230 IF B$="" THEN GO TO
    220
240 FOR C=1 TO LEN B$
250 IF B$(C)="0" OR
    B$(C)="9" THEN GO TO
    220
260 NEXT C
270 LET LIVES=VAL B$
280 IF LIVES=10 OR
    LIVES=255 THEN GO
    TO 220
290 FOR N=23315 TO
    23322: READ A: POKE
    N,A: NEXT N
300 DATA 062, LIVES, 050,
    076, 152
310 DATA 195, 060, 140
320 RETURN
```

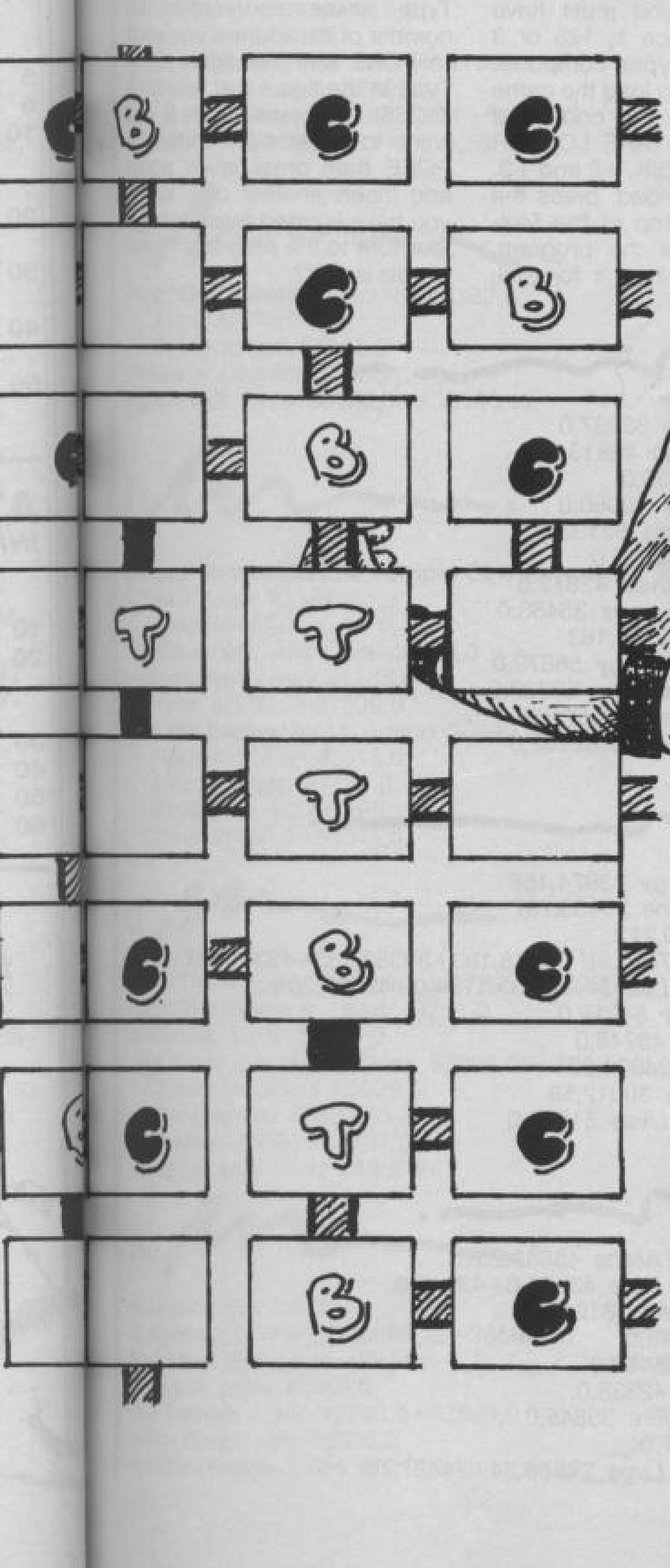
JOE BLA
II

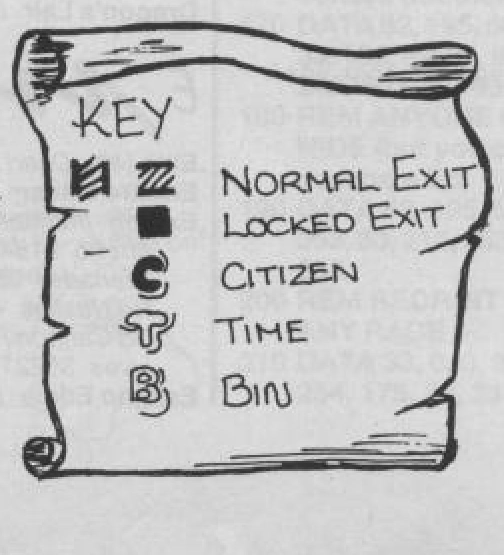


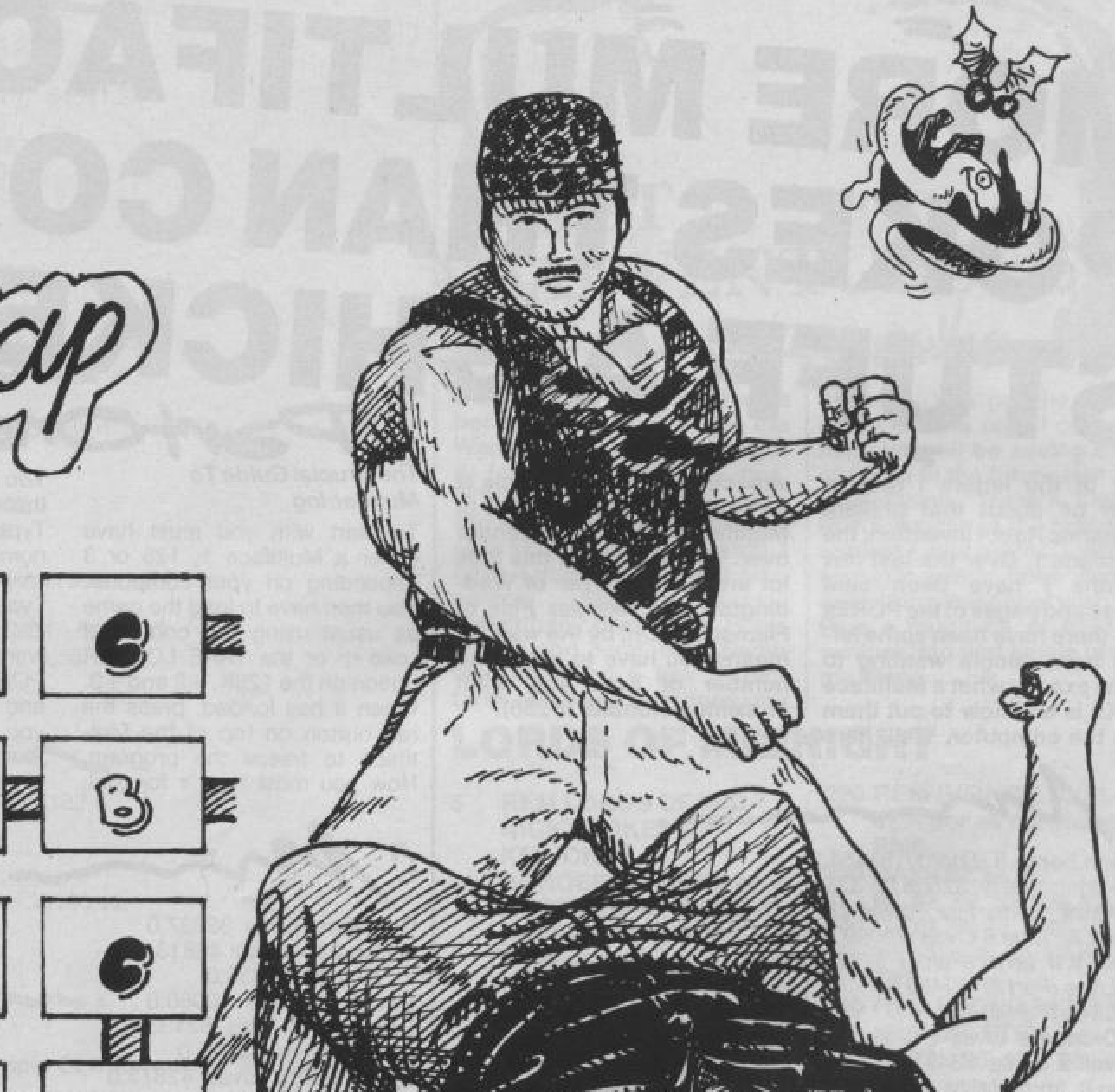




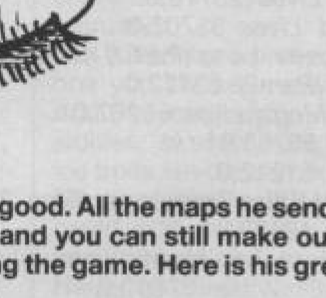
he map







Cor, this Peter Stavers **bloke is good. All the maps he sends in are covered in excellent artwork, and you can still make out all the details to help you while playing the game. Here is his great map of Joe Blade II, well done Stav!**



MORE MULTIFACE POKES THAN COULD STUFF A CHICKEN!!

Part One

Half of the letters I receive must be about that brilliant Romantic Robot invention, the Multiface 1. Over the last few months I have been sent pages and pages of the POKEs and there have been some letters from people wanting to know exactly what a Multiface POKE is and how to put them into the computer. Well, here especially for those people is an explanation and an A-Z of Multiface POKEs to ponder over. The senders of this little lot are Daniel Harper **of Waddington and** Nicholas Pirie **of Flamstead. Oh, by the way, 'n' means you have to put in the number of lives you want (maximum number is 255).**

The Crucial Guide To Multifacing

To start with you must have either a Multiface 1, 128 or 3 depending on your computer. You then have to load the game as usual using the command LOAD "" or the TAPE LOADER option on the 128K, +2 and +3. When it has loaded, press the red button on top of the Multiface to freeze the program. Now you must type T for tool. You should now get the menu that allows you to insert a POKE. Type SPACE and enter the number of the address you want to POKE (the five figure one). Type in the figure that follows it (0-255) and press ENTER. If you want to enter more than one POKE then press SPACE again and insert another one. When you have finished press Q and R to return to the program. There, simple isn't it?

A

Action Force II *Energy* 51454,36
Ace *Immortality* 32506,0+32507,0+32508,0
Ad Astra *Better Fire Power* 28591,0+282592,0+28593,0
Agent X *Time & Lives* 26099,0+25917,0
Agent X II *Lives (Part 1)* 57821,0
Lives (Part 2) 62499,0
Lives (Part 3) 50561,0
Ah Diddums *Lives* 24942,n
Airwolf 2 *Lives* 53471,0
Alien 8 *Immortality* 43735,201
Alien Highway *Immunity & Time* 39443,0+39142,0+35125,0
Aliens *Ammo* 31014,0
No Capture 30768,0+34484,195
Amaurote *No Bomb Bounce* 46192,0
Amazon Women *Lives* 57690,183
Android *Lives* 52250,32
Arcadia *Lives* 25776,0
Arkanoid *Lives* 33702,0
Army Moves *Lives (Part 1)* 54597,0
Lives (Part 2) 53772,0
Athena *Megajumps* 50267,0
Time 55268,61
Lives 51212,0
Attack Of Killer Tomatoes *Time* 25323,0
Lives 49433,81
Auf Wiedersehen Monty *Immunity* 42160,201
Walk On Water 37002,0

B

Basil The Great Mouse Detective *Lives* 41296,0+41968,201
Batman *Lives* 36798,0
Batty *Lives* 47633,n
Bionic Commando *Lives* 34690,0
Booty *Lives* 58294,0
Bounder *Lives* 36610,0
Bubbler *Lives* 57517,0
Bobby Bearing *Lives* 28094,36
Bubble Bobble *Lives* 43871,52
Bombjack II *Lives* 25379,0
Barbarian (Palace) *Lives* 51005,n
Barbarian (Psygnosis) *Lives* 27680,n

C

Car Wars *Lives* 32337,0
Catch 23 *Ammo* 46813,0
Bombs 61635,0
Cauldron *Lives* 40060,0
Cauldron II *Lives* 52133,0
Chiller *Lives* 34025,0
Chuckie Egg *Lives* 42873,0
Chuckie Egg 2 *Lives* 35453,0
Cobra *Lives* 36515,183
Critical Mass *Energy* 56879,0
Crystal Castles *Lives* 63763,0
Cybernoid *Lives* 24917,255
Cybernoid II *Ammo* 32202,0

D

Dan Dare *Energy* 23974,168
Dan Dare 2 *Time* 23453,237
Lives 23450,212
Death Wish 3 *The Lot!* 38678,183+39353,183+43301,183
Deflektor *The Lot!* 34473,0+41784,0+42707,201
Dizzy *Immunity* 54216,0
Driller *Energy* 48246,0
Druid *Energy* 24890,201
Druid 2 *Energy* 30012,58
Dragon's Lair *Lives* 51867,0

E

Elite (48) *Dead Aliens* 46848,201
Enduro Racer *Time* 43542,0+43643,0
Exolon *Immunity* 38120,201
Ammo 31646,0
Grenades 35456,0
No Nasties 42338,0
No Cannon Fire 36845,0
Lives 38221,0
Eskimo Eddie *Lives* 24686,24+24687,76

F

Fat Worm *Immunity* 30624,201
Firelord *Lives* 34509,0
Freddy Hardest *Lives (Part 1)* 64011,24
Lives (Part 2) 61607,183
Future Knight *Energy* 31683,0
Fairlight 2 *Energy* 30429,0
No Locked Doors 32027,24
Carry Anything 31341,0
Firefly *Lives* 44997,255
Flying Shark *Lives* 54462,201
Smart Bombs 54379,3

G

Ghosts 'N' Goblins *Lives* 33352,201
Extra Speed 33433,201
Goonies *Lives* 33400,183
Great Gurianos *Lives* 34962,0
Green Beret *Lives* 42076,0
Gryzor *Lives* 33015,n
Great Escape, The *Energy* 41953,183
Garfield *No Hunger* 33595,0
Gyroscope *The Lot!* 53887,201+59149,0
Gothik *Lives* 43934,58+42110,58

H

Head Over Heels *Immunity* 43132,0
Lives 42195,0
Super Jumps 35315,0
Hysteria *Invincible* 44588,201
Heist 2012 *Lives* 36106,12+36190,12

I

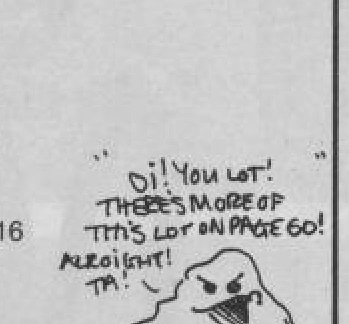
Indiana Jones And The Temple Of Doom *Lives* 33948,0
I, Ball 2 *Lives* 43384,n
Time 49483,0
Ikari Warriors *Invincible* 40272,0
Impossaball *Lives* 41185,0
Time 37706,0+37539,0
Into The Eagles' Nest *Ammo* 36640,0+36641,0
Keys 40512,0+40513,0
Hits 41136,0+41137,0
Explosives 40096,195
Time 36640,0+33641,0

J

Jack The Nipper *Immunity* 44278,58+44285,58
Jack The Nipper II *Lives* 43251,0
Jailbreak *Lives* 50651,0
Joe Blade *Stops The Clock* 65026,50+38506,0
Doors Unlocked 65029,50
No Enemies 65032,50
Energy 65035+37797,0
Judge Dredd *Lives* 24936,24

K

Karnov *Lives* 32972,0
Knightmare *Energy* 38686,16+38693,16
Kokotoni Wilf *Lives* 42214,n
Krakout *Lives* 46565,0
Kai Temple *Lives* 47783,0+47824,0
Killer Ring *Lives* 33636,0
Kosmic Kanga *Lives* 36212,0





GET ADVENTUROUS

Stand by all you adventurers because I, Nick Roberts, the Warlock of the West, have got a feast of adventure tips, POKEs and maps that were too big to be printed in Samara's Sign Stumps this month. I have a map of that great adventure, *Rigel's Revenge* delightfully drawn by Robin Lincoln and Sarah Wills. **Sarah also enclosed a few of pictures of herself to accompany the map. You get the formal one, I get the rest! I certainly hope we will be seeing more of Sarah in the future (not like that, Dom!). There's also a POKE for one of the first adventures I ever played, *Lords Of Midnight* which does almost everything you could wish for. Plus a multitude of tips. So venture into that jungle of tips my friend . . .**

LORDS OF MIDNIGHT

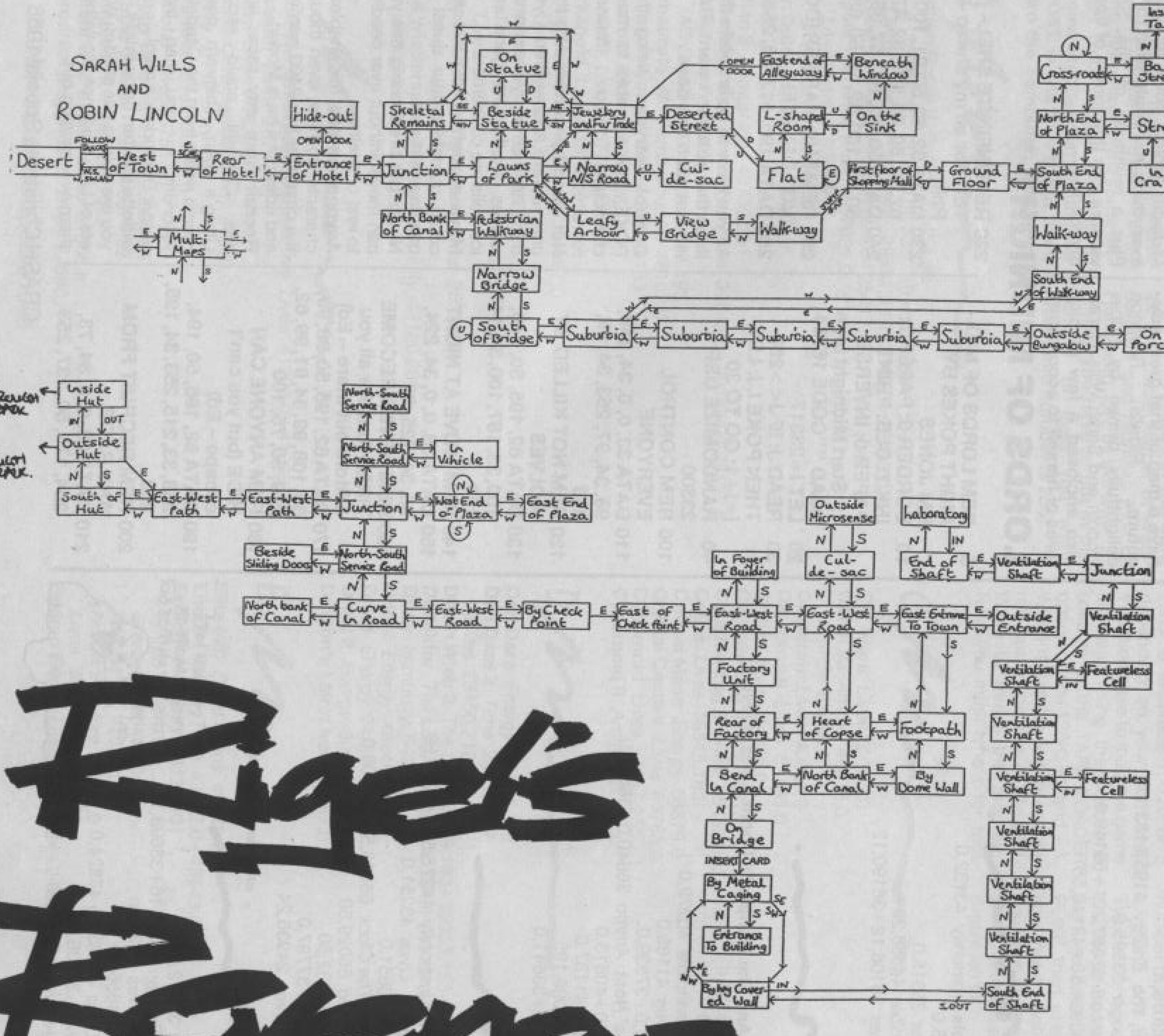
```
5   REM LORDS OF MIDNIGHT POKES BY
    KM JONES
10  BORDER 0: PAPER 7:
    INK 7: CLS: PRINT
    PAPER 0; INVERSE
    1;"Start Midnight tape":
    LOAD ""CODE 16384
20  LET I=23317
30  READ J: IF J<>256
    THEN POKE I,J: LET
    I=I+1: GO TO 30
40  RANDOMIZE USR
    23300
100 REM CONTROL
    EVERYONE
110 DATA 33, 0, 0, 34, 148,
    96, 34, 97, 253, 34, 99,
    253
120 REM NOT KILLED BY
    WOLVES
130 DATA 62, 195, 50, 146,
    100, 33, 187, 100, 34, 147,
    100
140 REM MOVE AT NIGHT
150 DATA 33, 0, 0, 34, 224,
    98, 34, 225, 98
160 REM NEVER BECOME
    TIRED (one for all you
    editors out there – Ed)
170 DATA 62, 195, 50, 90, 99,
    33, 108, 99, 34, 91, 99, 62,
    249, 50, 75, 100
180 REM ANYONE CAN
    HIDE (but you can't
    escape – Ed)
190 DATA 62, 195, 50, 194,
    253, 33, 215, 253, 34, 195,
    253
200 REM RECRUIT FROM
    ANY RACE
210 DATA 33, 0, 0, 34, 73,
    254, 175, 50, 237, 253
220 REM INFINITE SHELTER (for all my sheep –
    Phil)
230 DATA 62, 66, 50, 21, 100,
    62, 57, 50, 30, 100, 62, 47
240 DATA 50, 40, 100, 62, 36,
    50, 51, 100, 62, 19, 50, 68,
    100
250 REM END MARKER (DO
    NOT DELETE)
260 DATA 195, 117, 96, 256
```

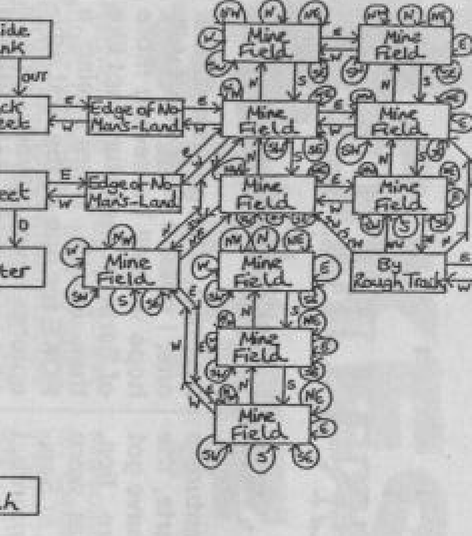
All you have to do is delete the lines that you don't want. This is what each one does . . .

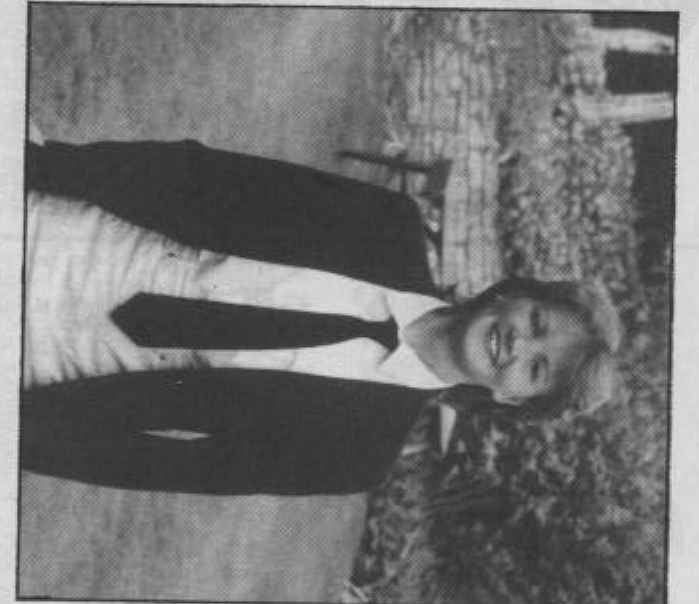
Control everyone: using this POKE, you are able to move characters you haven't recruited.
Not killed by wolves: with this one you are safe – even if you don't have an army – as far as wolves, skulkrin, dragons and ice trolls are concerned.
Move at night: using this you could complete your quest in one day (or night).
Never get tired: using this you can move without ever needing to rest or shelter.
Anyone can hide: this enables a character to hide, even though the character has 2400 warriors and riders or if he is Morkin.
Recruit from any race: with this, Chimeril could recruit Utarg's men, Thimrath could recruit riders from the Citadel or Xajorkith . . . you can even recruit Doomdark's men!
Infinite shelter: using this POKE you are able to use shelter, Waters of Life, guidance etc without them ever running out. ▶

Rigel's Revenge

SARAH WILLS AND ROBIN LINCOLN





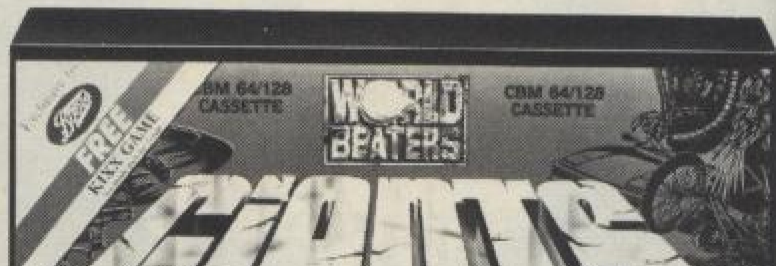




You don't need a computer to work out how good these offers are.



Buy this and get a free Gremlin game.



Buy this and get a free Kixx game.



Buy this and enter a free trip to New York competition.

It's no secret where you'll find the best offers on these compilations. Because now Boots are giving the game away.

To get yours, all you have to do is send in the form when you buy either Megagames or Giants.

Buy The In Crowd, on the other hand, and you could end up in New York.

A two week trip to the Big Apple is the prize you stand to win if you can answer five questions correctly.

But whatever you do, don't play a waiting game. Offers close on February 28th.

A better buy at Boots

THE 12 POKES OF CHRISTMAS

It's silly Christmas song time with that well known little ditty, The Twelve Days Of Christmas but this one is slightly different, it's The Twelve POKEs Of Christmas! Who knows, perhaps it will be Christmas number one! The contributors to this feast of fun are the great favourites The Tefal Men and The Howdon Hackers who have been joined by Anthony Johnson from London, AJA also from London, Chish 'N' Fips from a frying pan (!) and Kevin Southern of Newtown (Powys). So song books at the ready and here we go . . .

For the first POKE of Christmas my true love gave to me . . .
Infinite time on the assault course in

19 PART ONE - BOOT CAMP

```
10 REM 19 PART ONE –
   BOOT CAMP HACK
20 BY ANTHONY
   JOHNSON
30 CLEAR 24477: LOAD
   ""CODE
40 POKE 23730,179: POKE
   23731,95
50 POKE 24687,21: POKE
   24688,250
60 FOR A=60021 TO 60057:
   READ B: POKE A,B:
   NEXT A
70 RANDOMIZE USR
   24500
80 DATA 33, 30, 250, 34,
   135, 130
90 DATA 195, 211, 128, 33,
   50, 250, 17, 250
100 DATA 95, 1, 10, 0, 237,
    176, 33
110 DATA 250, 95, 4, 191,
    134, 195
120 DATA 211, 128, 62, 58,
    50, 160
130 DATA 148, 195, 69, 125
```

For the second POKE of Christmas my true love gave to me . . .
Infinite mines and missiles for my

ARCTIC FOX

```
10 REM ARCTIC FOX
   HACK
20 REM BY ANTHONY
   JOHNSON
30 LOAD ""CODE 64000
40 POKE 64056,20: POKE
   64057,254
50 FOR A=65044 TO 65053:
   READ B: POKE A,B:
   NEXT A
60 DATA 175, 50, 66, 196,
   50, 244
70 DATA 192, 195, 192, 93
```

For the third POKE of Christmas my true love gave to me . . .
Infinite lives and arrows for Psygnosis's

BARBARIAN

```
10 REM BARBARIAN
   (Psygnosis) HACK
20 REM (C) AJA
30 LOAD ""CODE: POKE
   39830,12: POKE
   39831,250
40 RANDOMIZE USR
   39680: POKE 37480,36
50 FOR F=64000 TO 64007:
   READ A: POKE F,A:
   NEXT F
60 RANDOMIZE USR
   64000
70 DATA 175, 50, 214, 148,
   195, 102, 237, 0
```

For the fourth POKE of Christmas my true love gave to me a . . .

VIRUS

and some infinite lives and bombs

```
10 REM VIRUS HACK
20 REM BY ANTHONY
   JOHNSON
30 CLEAR 49000: LOAD
   ""CODE
40 POKE 52564,205: POKE
   52565,20: POKE
   52566,128
50 FOR A=32788 TO 32846:
   READ B: POKE A,B:
   NEXT A
60 RANDOMIZE USR
   52480
70 DATA 50, 21, 255, 122,
   254, 46
80 DATA 192, 62, 50, 50, 84,
   205, 33
90 DATA 21, 255, 34, 85,
   205, 62
100 DATA 195, 50, 58, 252,
    33, 52
110 DATA 128, 34, 59, 252,
    195, 0
120 DATA 252, 50, 107, 92,
    33, 69
130 DATA 128, 17, 160, 252,
    1, 15, 0
140 DATA 237, 176, 195, 61,
    252, 175
150 DATA 50, 145, 175, 50,
    203, 147
160 DATA 195, 184, 153
```

For the fifth POKE of Christmas my true love gave to me . . .
Infinite lives in that Smashing beat-'em-up

LAST NINJA II

```
10 REM LAST NINJA II
   HACK
20 REM BY CHISH 'N' FIPS
   FOR CRASH 88
30 PAPER 0: INK 7:
   BORDER 0: CLS
40 CLEAR 32768: PRINT AT
   10,6; FLASH 1; "LAST
   NINJA II POKE!"
50 LOAD ""CODE 65088
60 POKE 40777,0
70 FOR A=65362 TO 1e9
80 READ B: IF B<>999
   THEN POKE A,B: NEXT
   A
90 RANDOMIZE USR
   65088
100 DATA 175, 50, 73, 159
110 DATA 195, 253, 115, 999
```

For the sixth POKE of Christmas my true love gave to me a . . .

SAMURAI WARRIOR

with infinite lives (such a nice girl)

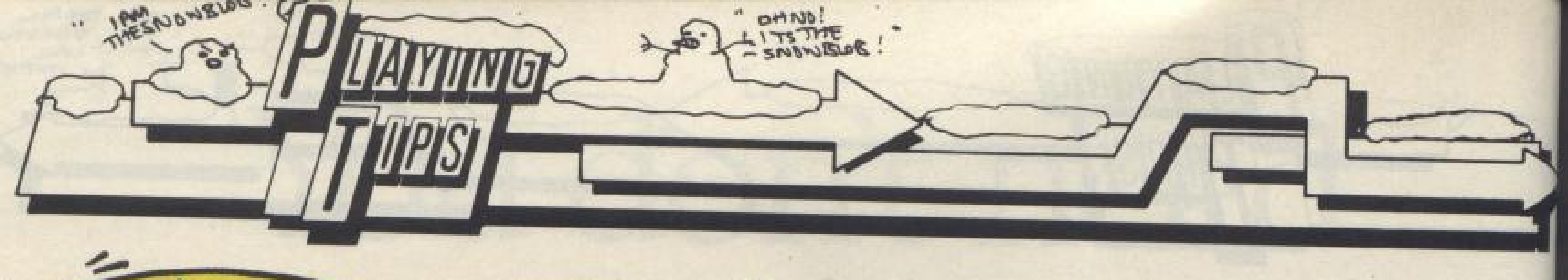
```
10 REM SAMURAI
   WARRIOR HACK
20 BY THE TEFAL MEN
30 FOR F=40192 TO 40448
40 POKE F,158: NEXT F
50 LET T=0
60 FOR F=40599 TO 40654
70 READ A: POKE F,A
80 LET T=T+A
90 NEXT F
100 IF T<>8120 THEN
    PRINT "ERROR IN
    DATA": STOP
110 PRINT AT 11,1;"START
    SAMURAI TAPE FROM
    BEGINNING"
120 DATA 62, 157, 237, 71,
    237, 94
130 DATA 201, 229, 213, 197,
    245
140 DATA 175, 50, 18, 93, 58,
    189
150 DATA 93, 254, 195, 32,
    18, 33
160 DATA 197, 158, 17, 189,
    93, 1
170 DATA 15, 0, 237, 176, 62,
    63
180 DATA 237, 71, 237, 86,
    243, 241
190 DATA 193, 209, 225, 255,
    201
200 DATA 175, 50, 245, 128,
    50, 234
210 DATA 147, 195, 212, 127
220 LOAD ""
```

For the seventh POKE of Christmas my true love made me . . .
Invincibility and infinite time on

SABOTAGE

```
10 REM SABOTAGE HACK
20 REM HOWDON
   HACKERS'88

30 CLEAR 32767: LET
   T=5509
40 FOR F=50300 TO 50347
   50, 21, 255, 122, 254, 46
80 DATA 192, 62, 50, 50, 84,
   205, 33
90 DATA 21, 255, 34, 85,
   205, 62
100 DATA 195, 50, 58, 252,
    33, 52
110 DATA 128, 34, 59, 252,
    195, 0
120 DATA 252, 50, 107, 92,
    33, 69
130 DATA 128, 17, 160, 252,
    1, 15, 0
140 DATA 237, 176, 195, 61,
    252, 175
150 DATA 50, 145, 175, 50,
    203, 147
160 DATA 195, 184, 153
```







For the eighth POKE of Christmas my true love gave to me . . .

IKARI WARRIORS

with infinite lives

```
5   REM IKARI WARRIORS
    HACK
6   REM BY KEVIN SOUTH-
    ERN
10  CLEAR 24999
20  LOAD ""CODE
30  POKE 65226,250
40  FOR F=64000 TO 64025:
    READ A: POKE F,A:
    NEXT F
50  RANDOMIZE USR
    64723
60  DATA 62, 190, 50, 176,
    243, 62
70  DATA 0, 170, 158, 62, 58,
    50
80  DATA 127, 144, 50, 165,
    147, 62
90  DATA 50, 50, 6, 147, 195,
    0, 91
```

For the ninth day of Christmas my true love gave to me . . .
Infinite life force in

GOTHIK

```
10  REM GOTHIK HACK
20  REM BY THE TEFAL
    MEN
30  FOR F=40192 TO 40448
40  POKE F,158: NEXT F
50  LET T=0
60  FOR F=40599 TO 40655
70  READ A: POKE F,A
80  LET T=T+A
90  NEXT F
100 IF T<>7711 THEN
    PRINT "ERROR IN
    DATA": STOP
110 PRINT AT 11,0;"START
    GOTHIK TAPE FROM
    BEGINNING"
120 DATA 62, 157, 237, 71,
    237, 94
130 DATA 201, 229, 213, 197,
    245
140 DATA 175, 50, 18, 91, 58,
    172
150 DATA 91, 254, 195, 32,
    18, 33
160 DATA 197, 158, 17, 172,
    91, 1
170 DATA 15, 0, 237, 176, 62,
    63
180 DATA 237, 71, 237, 86,
    243, 241
190 DATA 193, 209, 225, 255,
    201
200 DATA 62, 58, 50, 158,
    171, 50
210 DATA 126, 164, 195, 0,
    160
220 RANDOMIZE USR
    40599
230 LOAD ""
```

For the tenth POKE of Christmas my true love gave me a . . .

THING

with infinite energy and ammo (funny girl)

```
10  REM THING HACK
20  REM HOWDON
    HACKERS'88
30  CLEAR 32767
40  LOAD ""CODE 65088
50  POKE 65109,217
60  POKE 65092,118
70  POKE 65361,88
80  FOR F=65482 TO 65519
90  READ A: POKE F,A
100 NEXT F
110 RANDOMIZE USR
    65482
120 DATA 195, 64, 254, 33,
    219, 255
130 DATA 17, 104, 255, 1, 15,
    0
140 DATA 237, 176, 195, 44,
    255
150 DATA 50, 85, 154, 50, 231
160 DATA 117, 50, 97, 125,
    50, 64
170 DATA 127, 195, 0, 150,
    127
180 DATA 72, 72, 39, 56, 56
```

For the eleventh POKE of Christmas my true love gave to me some . . .

SKATEBOARD KIDZ

with infinite lives (but they weren't mine)

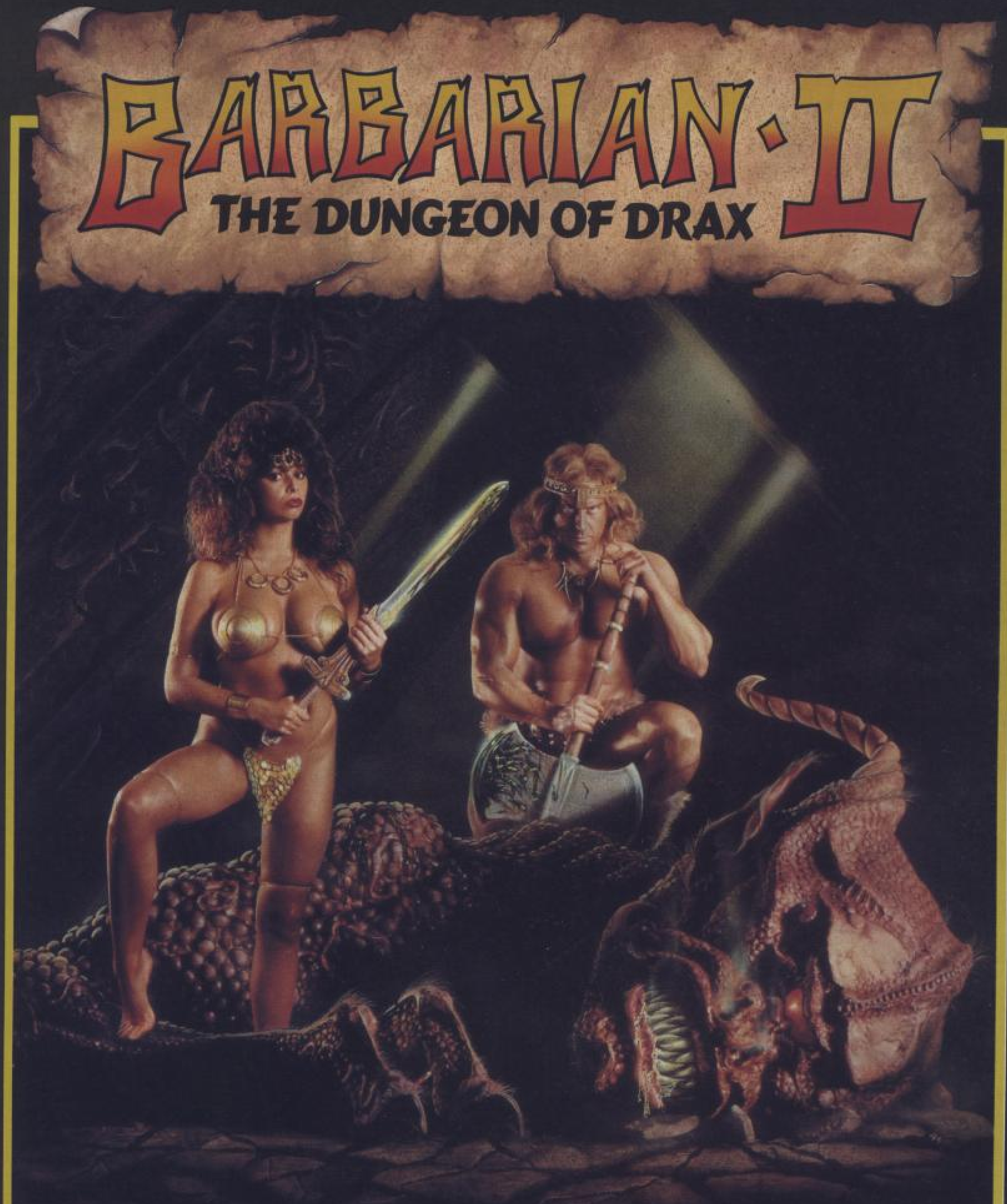
```
10  REM SKATEBOARD
    KIDZ
20  REM 48/128 SIDE A OR
    B
30  REM HOWDON HAC-
    KERS '88
50  CLEAR 32767
60  LET T=605487: LET
    W=108
70  FOR F=32768 TO 32875
80  READ A: LET T=T-W*A
90  LET W=W-1: POKE F,A
100 NEXT F
110 IF T<>0 THEN STOP
120 PRINT AT 11,5;"PLAY
    TAPE FROM START"
130 LOAD ""CODE 52480
140 CLS: RANDOMIZE USR
    32768
150 REM
160 DATA 49, 246, 94, 33, 0,
    205
170 DATA 17, 212, 128, 6, 2,
    237
180 DATA 176, 62, 195, 33,
    27, 128
190 DATA 50, 34, 129, 34, 35,
    129
200 DATA 195, 212, 128, 122,
    254, 46
210 DATA 221, 33, 62, 205,
    126, 40
220 DATA 6, 33, 239, 128,
    195, 37
230 DATA 129, 230, 7, 60, 50,
    21
240 DATA 255, 33, 64, 128,
    62, 195
250 DATA 50, 50, 93, 34, 51,
    93
260 DATA 20, 195, 0, 93, 33,
    96
270 DATA 128, 17, 187, 93,
    26, 254
280 DATA 195, 202, 79, 128,
    17, 239
290 DATA 93, 1, 7, 0, 237, 176
300 DATA 62, 33, 50, 50, 93,
    237
310 DATA 67, 51, 93, 195, 53,
    93
320 DATA 175, 50, 123, 100,
    195, 0
330 DATA 100, 127, 72, 72,
    56, 56
```

For the twelfth POKE of Christmas my true love gave to me . . .

FURY

and an infinite shield, fuel and a cash boost (just what I needed!)

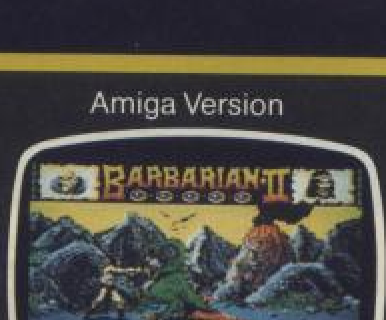
```
10  REM THE FURY HACK
20  REM HOWDON
    HACKERS'88
21  REM TO BOOST CASH
    POSITION CURSOR AT
    18-06 AND PRESS S
    AND D, YOU WILL GET
    £50,000
30  CLEAR 29000
40  LET T=724161: LET
    W=116
50  FOR F=32768 TO 32883
60  READ A: POKE F,A
70  LET T=T-W*A: LET
    W=W-1
80  NEXT F
90  IF T<>0 THEN STOP
100 LOAD ""CODE
110 RANDOMIZE USR
    32768
120 DATA 33, 96, 224, 221,
    33, 83
130 DATA 128, 221, 78, 6, 17,
    0
140 DATA 117, 67, 237, 176,
    34, 34
150 DATA 128, 33, 90, 128,
    14, 3
160 DATA 237, 176, 195, 0,
    117, 33
170 DATA 9, 128, 53, 33, 0, 0
180 DATA 32, 225, 33, 249,
    232, 17
190 DATA 167, 251, 1, 0, 4,
    237
200 DATA 176, 33, 58, 128,
    34, 195
210 DATA 254, 195, 170, 254,
    205, 25
220 DATA 254, 33, 93, 128,
    17, 129
230 DATA 255, 1, 30, 0, 237,
    176
240 DATA 62, 195, 50, 165,
    254, 33
250 DATA 129, 255, 34, 166,
    254
260 DATA 201, 23, 25, 14, 57,
    36
270 DATA 17, 195, 29, 128,
    151, 50
280 DATA 162, 170, 50, 198,
    170
290 DATA 246, 201, 50, 212,
    170
300 DATA 49, 183, 96, 195, 0,
    91
310 DATA 127, 72, 72, 56, 56
```



Spectrum Version



Amiga Version

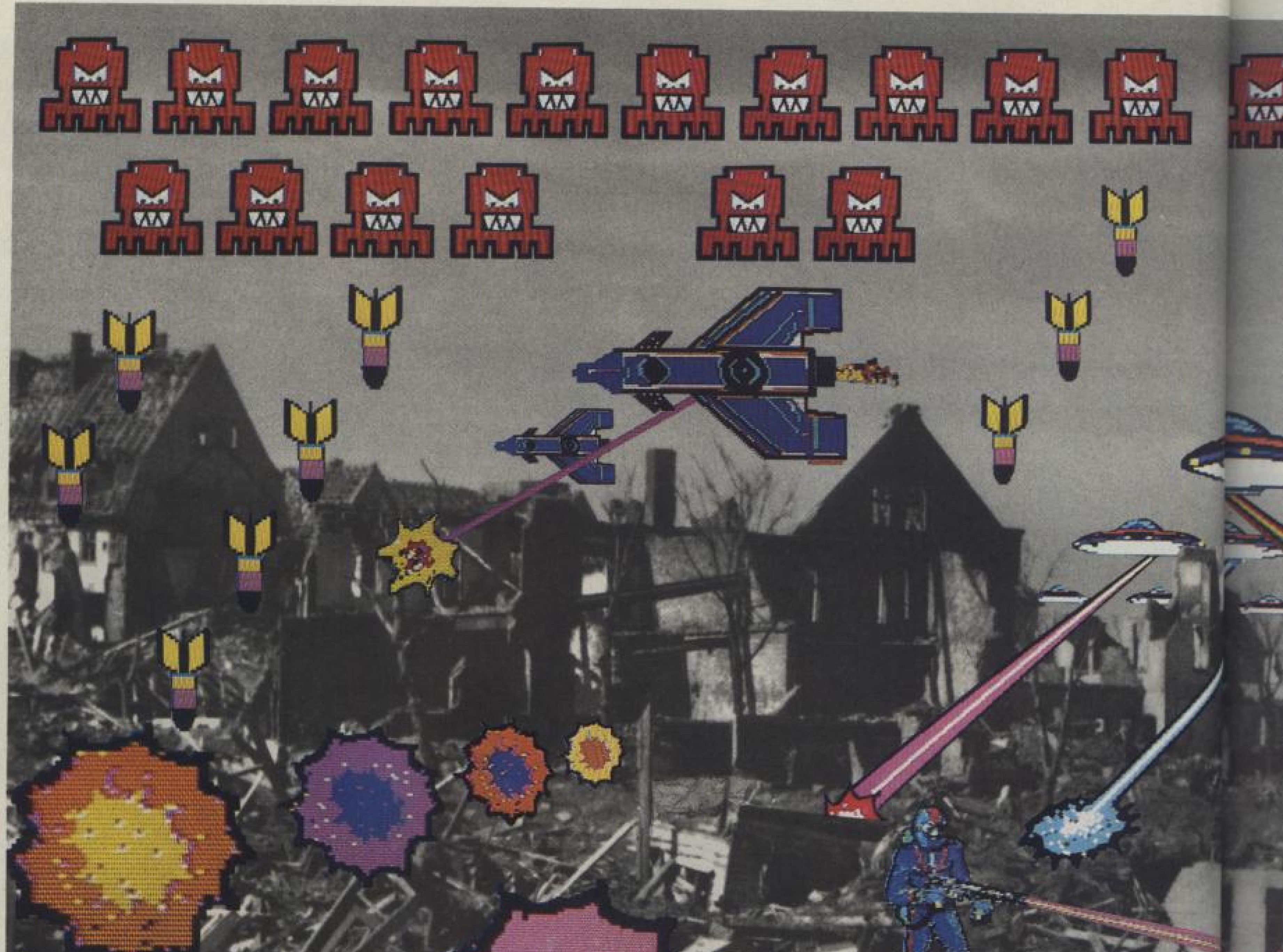


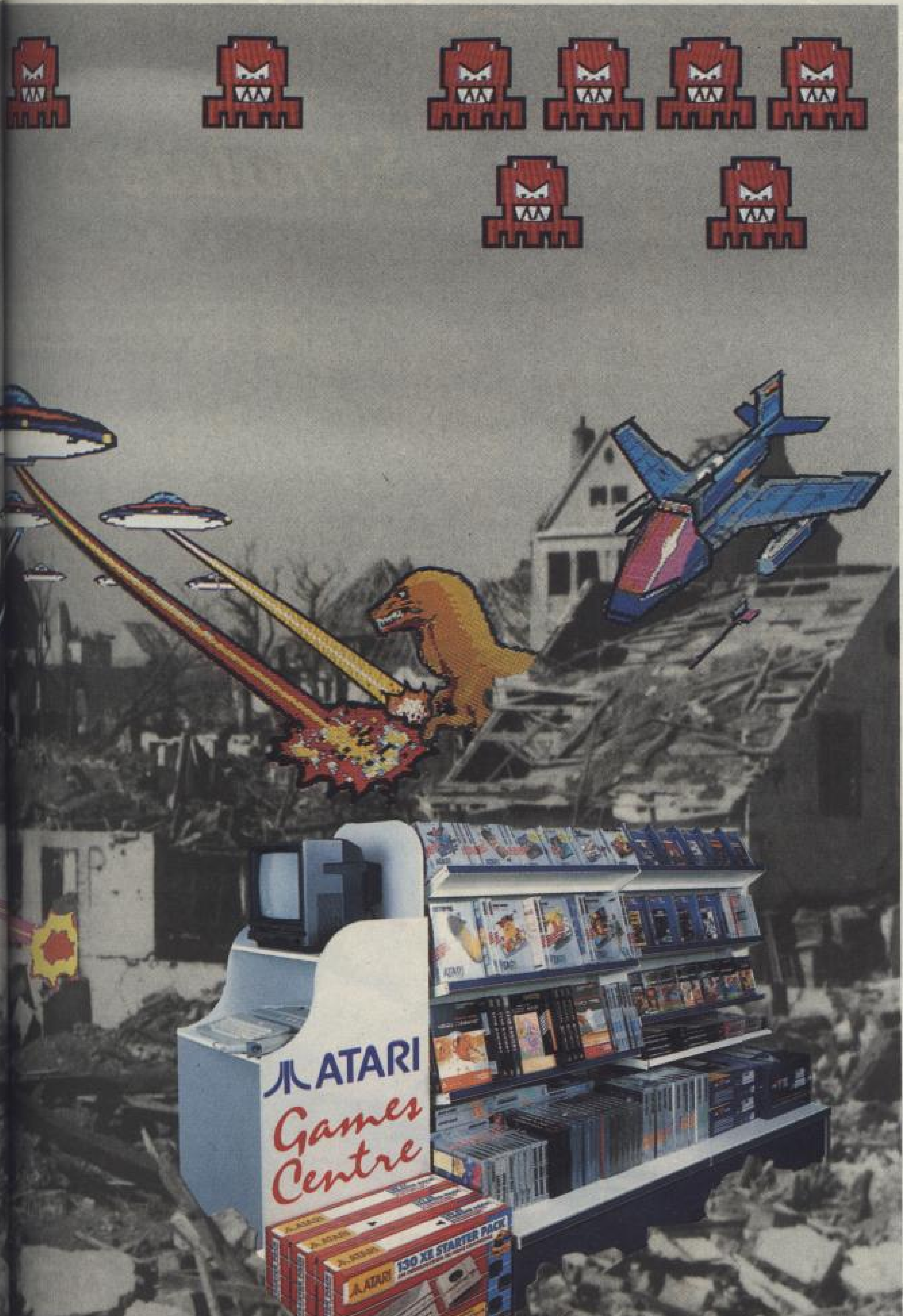
C64 Version



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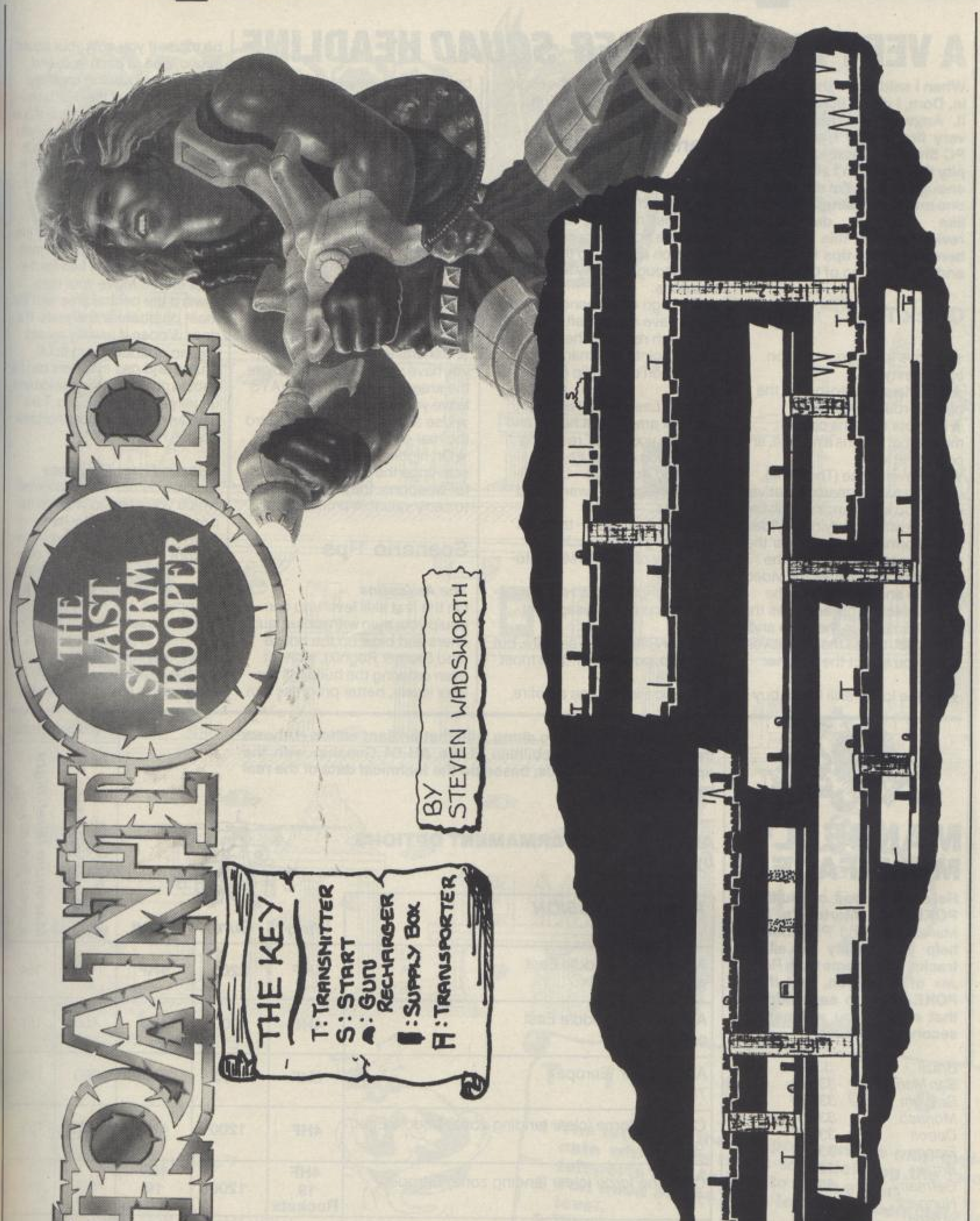
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THE KEY
T: TRANSMITTER
S: START
: GUN RECHARGER
: SUPPLY BOX
: TRANSPORTER
BY STEVEN WADSWORTH

A VERY FUNNY *LASER SQUAD* HEADLINE

When I said leave the headline in, Dom, I didn't actually *mean* it. Anyway . . . This was the very first game I saw at the PC Show in September, it's a pity that I couldn't stand it! But enough of that, I'm sure someone must have bought it (looks like Philippa did, she's reviewed it in this issue) so here are a few tips from Colin **and** Gavin Young **of Glasgow.**

Quick Tips

★Always leave your men on opportunity fire.
★The Marsec auto-gun is the best all-round weapon.
★If a door remains open, it means that there is a man (ie, an operative) in it.
★On Level Three (The Mine), examine all the dead operatives when you kill them. You will find that one will be carrying a 'Video Key' (normally the one near the video room). Take this to the room which activates the video console and insert it into the 'Vidi-screen'. This activates the video cameras in the mine and allows you to see the operatives when you select the scanner mode.
★On the lower skill levels buy the Rocket Launcher, the explosion from this is frightening.

Concise Tips

General

★The price of weapons on each level does not vary, so you can calculate how many credits to spend on armour so that you have enough money left to buy weapons.
★Don't go on a spending spree if you have money left. Carrying too much reduces the available action points to a man.
★Weapon choice (in order of cost):
Heavy Laser – powerful, with loads of ammo, but heavy and burdens your men, reducing their action points.
Marsec Auto-gun – best all-round weapon, powerful and accurate.
M4000 Auto-gun – the best 'budget' gun, but lacks the accuracy of the Marsec Auto-gun.
L50 Las-gun – not very powerful or accurate, a disappointment.
Sniper Rifle – lacks autofire, but is cheap, powerful and the most accurate.
Marsec Pistol – has autofire, but lacks any power, a bit of a turkey.
Dagger – very good for close combat, if you ever get it!
AP50 Grenade – good for blowing up operatives who are waiting on autofire around a corner. CAUTION: get out of its field of fire and ALWAYS remember to prime it before throwing!
Rocket Launcher – a luxury for the early levels, power is tremendous, but lacks ammunition and has a nasty habit of blowing up the user if he is too near.
★General tips: take your time, you have plenty of turns. Explore the area carefully and ALWAYS leave your men on autofire.
★Use a couple of men to guard the rear of your squad.
★On higher levels always scavenge the dead operatives for weapons, they always seem to carry valuable ammunition.

Scenario Tips

The Assassins

On the first skill level you can equip your men with rocket launchers and blow up the house (and Sterner Regnix), without even entering the building! On later levels, better progress can be made if you split your squad in two, one at each end, and explore the building carefully. You will find that the droids usually keep some pattern but this is not always the case. When you find Sterner, concentrate your fire on him because once he is dead the game is over.

Moonbase Assault

The bottom-left is probably the best place to deploy your men. Split your squad in two for the best effect. Move your men toward the central area with the most databanks/analysers. If a door is open it usually means that an operative is in it. Oil drums and gas cylinders can be shot to give a nice explosion and usually a chain reaction. Take care an operative does not blow up one next to you!

Rescue From The Mines

Before you use the explosives, which you need to blow up the prison door, move the prisoner away from the door as he will be caught in the blast. When blowing the door, always remember to prime the explosive before dropping it, but make sure you allow yourself enough time to get clear of the explosion. As previously mentioned, try and get the video key as this will allow you to ambush the enemy.



MANSELL'S MULTIFACED!

Here are a load of Multiface POKEs for Martech's Nigel Mansell's Grand Prix **that will help you qualify on all the tracks. They come from** Robert Jex **of Somerton, and if you POKE 255 into each address that means you will get 255 seconds (obviously).**

Brazil	*33581*
San Marino	*33582*
Belgium	*33583*
Monaco	*33584*
Detroit	*33585*
France	*33586*
Britain	*33587*
Germany	*33588*
Hungary	*33589*
Austria	*33590*
Italy	*33591*
Portugal	*33592*
Spain	*33593*
Mexico	*33594*
Japan	*33595*
Australia	*33596*

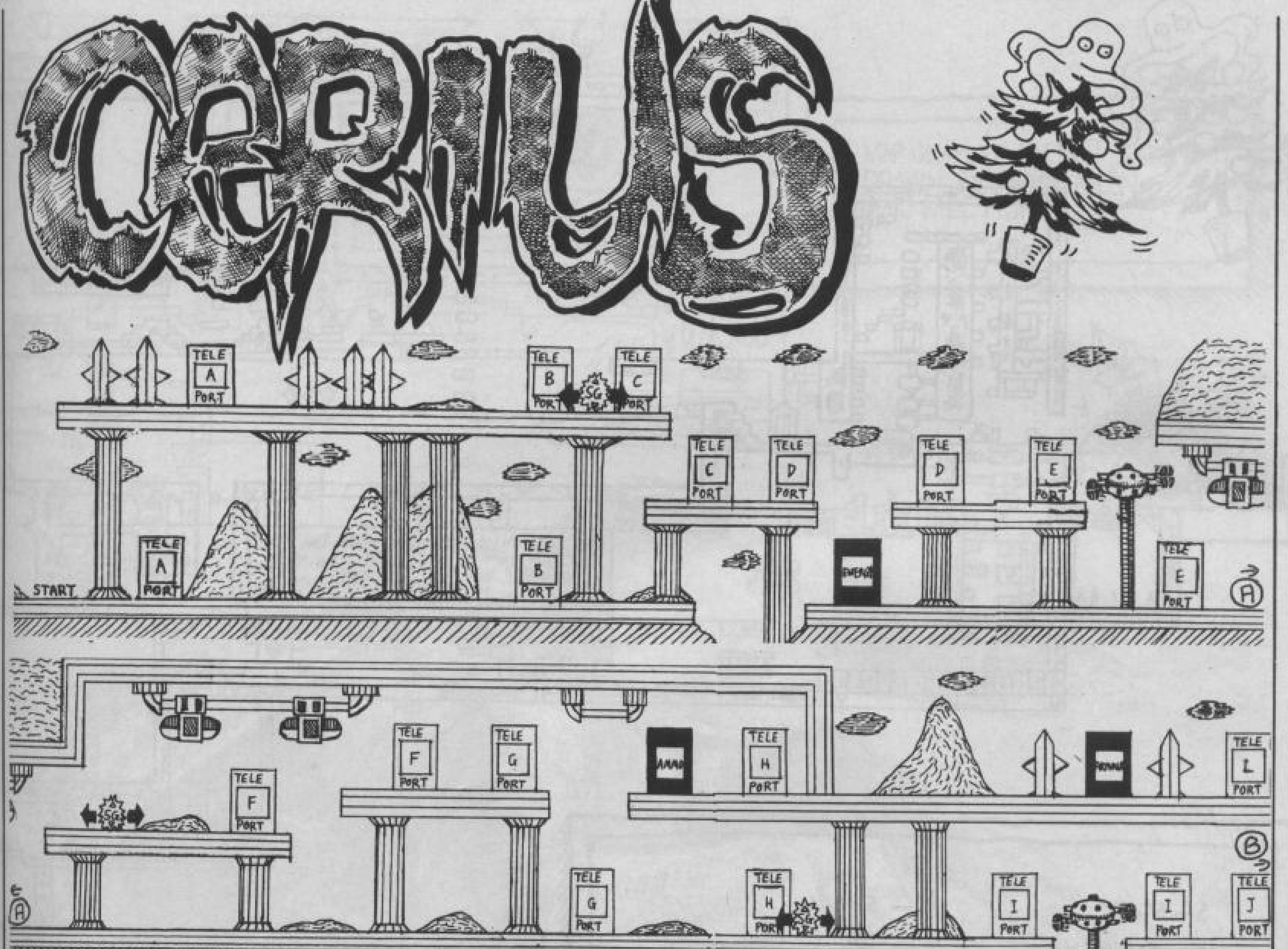
Here is a diagram to go along with that brilliant editor. It shows the performance capabilities of the AH-64 Gunship with the optimum weapon loads, based on the technical data of the real helicopter.

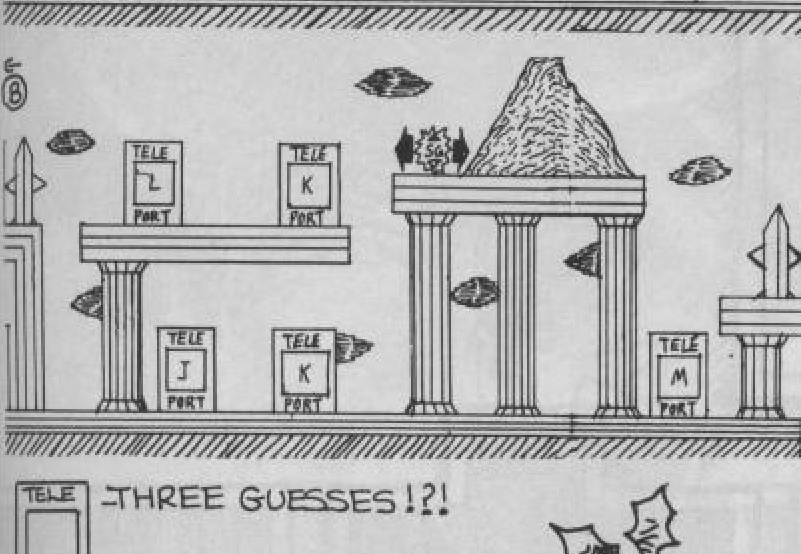
AH-64 APACHE ARMAMENT OPTIONS
by Jon Bowen



PRIMARY MISSION	Wing	Gun	Wing	*Performance** *Rate of climb (feet per minute)*	*Maximum level-flight speed (knots)*
Anti armour Middle East 95°F	4HF	320	4HF	1450	154
Anti armour Middle East 95°F	4HF	1200	4HF	450	151
Anti armour Europe 70°	8HF	1200	8HF	990	148
Covering force (clear landing zone) Middle East 95°F	4HF	1200	4HF	960	153
Covering force (clear landing zone) Europe 70°F	4HF 19 Rockets	1200	4HF 19 Rockets	860	150
Airmobile escort (air cover) Middle East 95°F	19 Rockets	1200	19 Rockets	860	155
Airmobile escort (air cover) Europe 70°F	38 Rockets	1200	38 Rockets	780	153

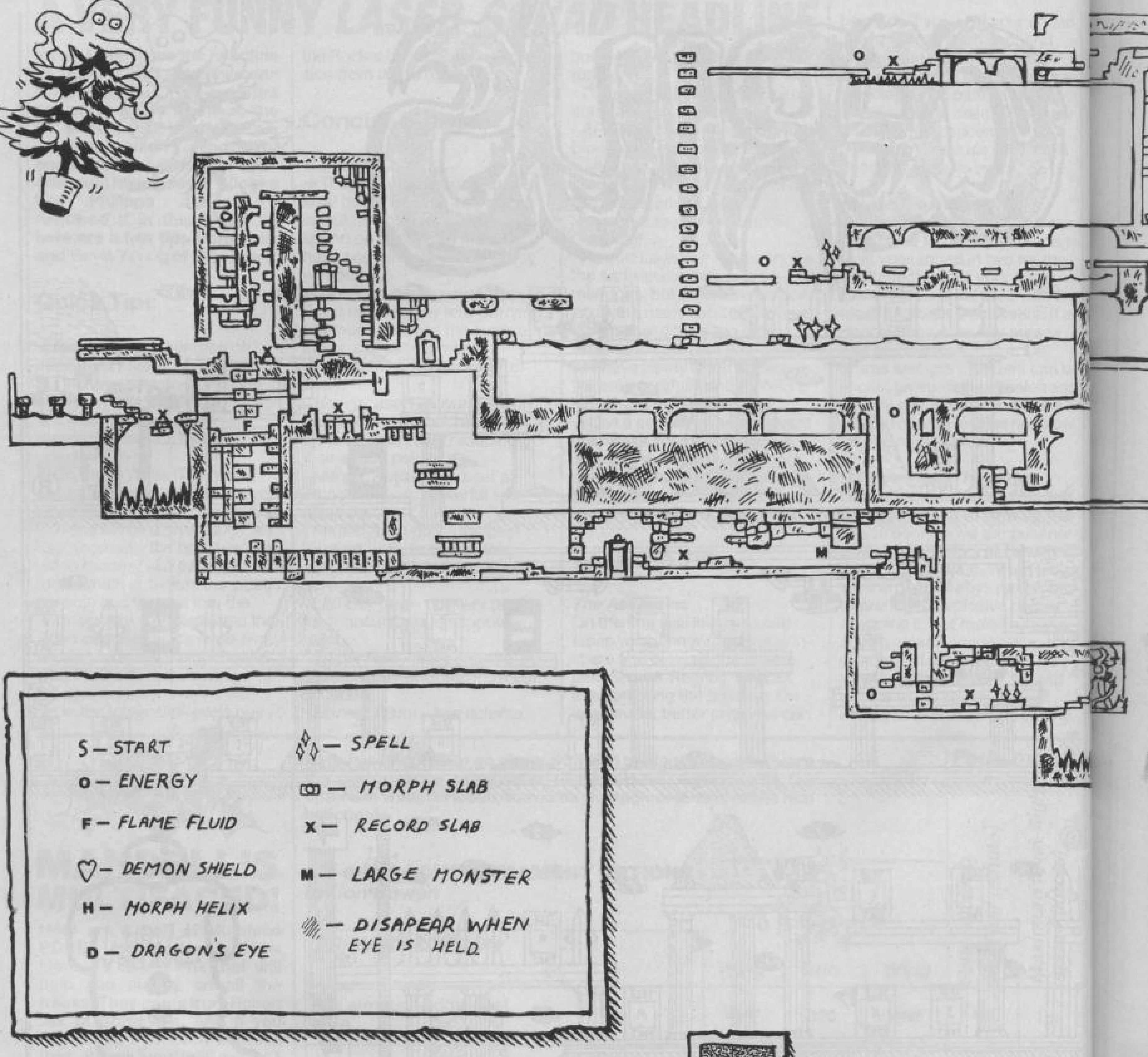
*BASED ON AIRCRAFT WEIGHT



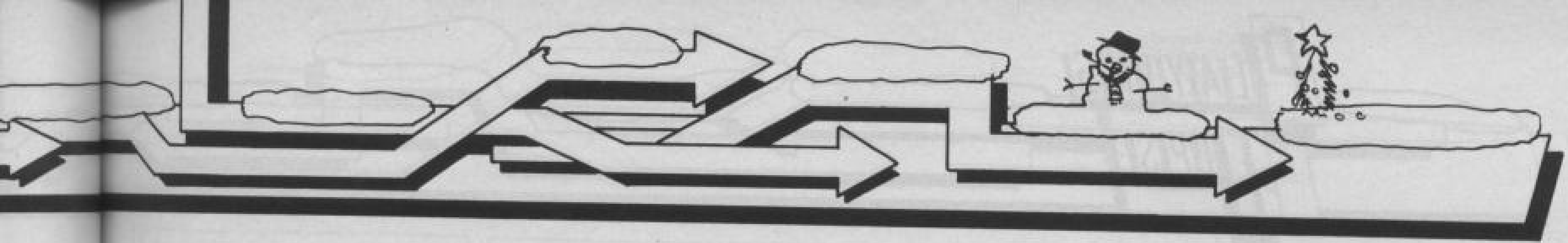


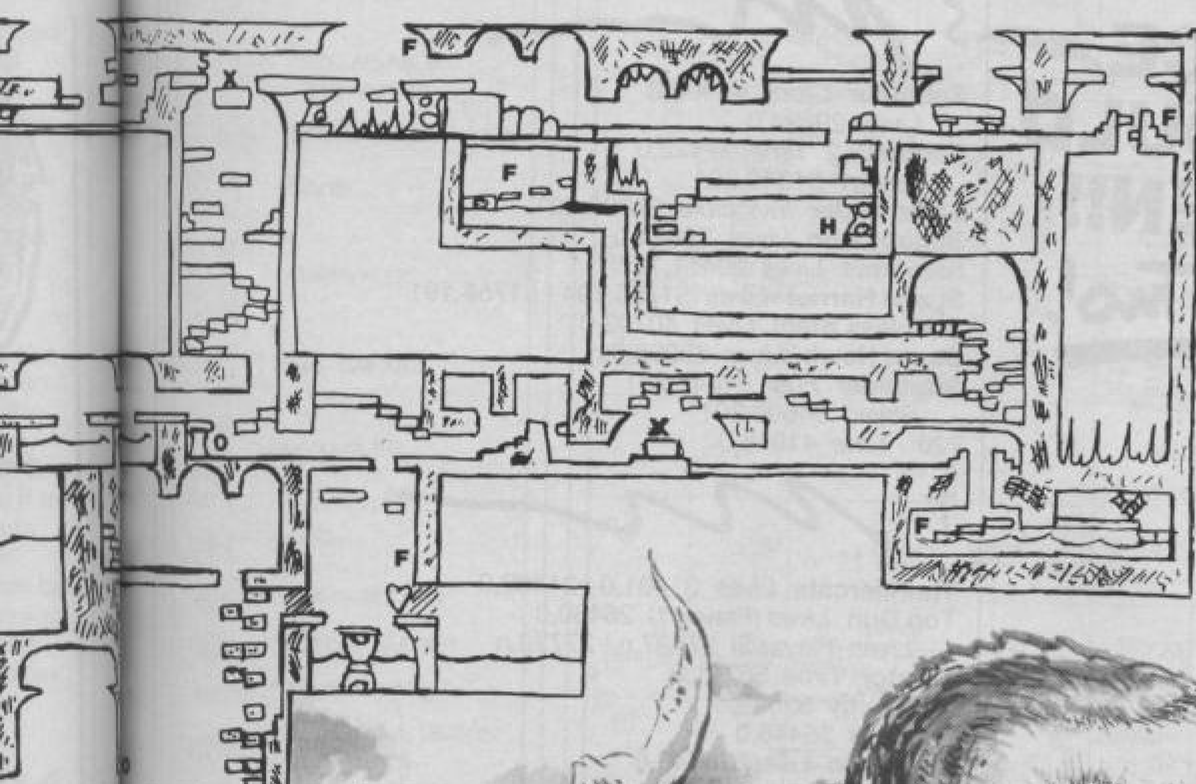
TIPS TOO!

1. The letters in the teleports on the map indicate which one leads to which (eg the two teleports with As lead to each other.
2. You need all the code letters to complete a level.
3. When entering a room with a guardian on the same platform, shoot right away. Also do this on the last screen.
4. You need the extra armour to shoot the last guardian.
5. The password for the end of Level One is EXIT.

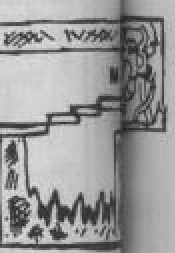

S — START
O — ENERGY
F — FLAME FLUID
♡ — DEMON SHIELD
H — MORPH HELIX
D — DRAGON'S EYE
SPELL
MORPH SLAB
X — RECORD SLAB
M — LARGE MONSTER
DISAPEAR WHEN EYE IS HELD

DRAC





MAP COMPILED BY MR. T. STOREY
DRAWN BY WAYNE ALLEN
AND MEL FISHER.





NUS

MORE MULTIFACE POKES THAN COULD STUFF A CHICKEN!! Part Two!

L

Lightforce *Lives* 40725,0
Legend Of Kage *Lives* 30609,n
Lazer Wheel *Lives* 32849,0
Lazy Jones *Lives* 56693,0
Living Daylights *Lives* 38913,201
Lunar Jetman *Lives* 23439,201+36963,0

M

Manic Miner *Lives* 35136,0
Metrocross *Time* 43006,195+44490,0
Mad Max *Lives* 58472,12
Moon Alert *100 Lives* 42404,255
Mr Wimpy *Miss First Screen* 33501,0
Lives 33693,0
Mutant Monty *Lives* 54933,0
Marble Madness *Lives* 39579,0
Motos *Lives* 42241,0

N

1942 *Lives* 47007,0
Nemesis *Lives* 51949,0
Nebulus *Lives* 32921,0
Northstar *No Aliens* 44433,0
Nosferatu *Time* 32499,0
No Nasties 39791,201

O

Out Run *Time* 39204,0
Orbix The Terrorball *Lives* 65529,191+32127,0+32188,0
Overlander *Lives* 29521,0

P

Project Future *No Aliens* 27662,0
Psytron *Fuel* 28625,0
Oxygen 26143,255+26144,0
Pud Pud *Lives* 49287,0
Punchy *Lives* 45632,0

Q

Hmm, not many games beginning with Q!

R

Rambo *Lives* 27401,52+80263,0
Revenge Of Doh (48) *Lives* 33055,255+33909,0
Revenge Of Doh (128) *Lives* 37586,0
Rastan *Lives* 48909,n
Rebel *Immunity* 49958,0
Energy 51139,0+49239,0
Time 49249,0
Renegade *Lives* 41048,195
Rygar *Time* 51216,0
Lives 61577,0

S

Saboteur *Clock* 46998,0
Lives 29894,0
Saboteur 2 *Time* 37122,0
Energy 61340,201
Salamander *Invincible* 38902,201
Scooby Doo *Lives* 29614,0
Sidearms *Lives* 29411,127
Space Harrier *Lives* 51755,194+51756,191
Stainless Steel *Lives* 40702,0
Street Hawk *Lives* 39990,91
Starglider *Fuel* 54647,201
Shield 54690,201
720° *Time* 41918,0

T

Thundercats *Lives* 31401,0+31402,0
Top Gun *Lives (Player 1)* 26460,0
Lives (Player 2) 27727,n+27728,n
Trantor *Time* 56711,0
Energy 52529,0
Lives 25446,0
Tranz-Am *Lives* 25446,0
Thrust II *Lives* 34200,0
3-DC *Immunity* 34298,201
Jumps 34036,0
Oxygen 26955,0

U

UCM *Lives (Player 1)* 36337,0
Lives (Player 2) 43734,0
Uridium *Immunity* 55419,0+55420,255
Lives 31308,0

V

Nope, not many games beginning with V either (well, there's *V*, I suppose)!

W

War *Lives* 37033,0
Westbank *Lives* 51210,0
Wizball *Immortality* 23430,188
Wonderboy *Lives* 34362,0
Wriggler *Lives* 50173,0

X

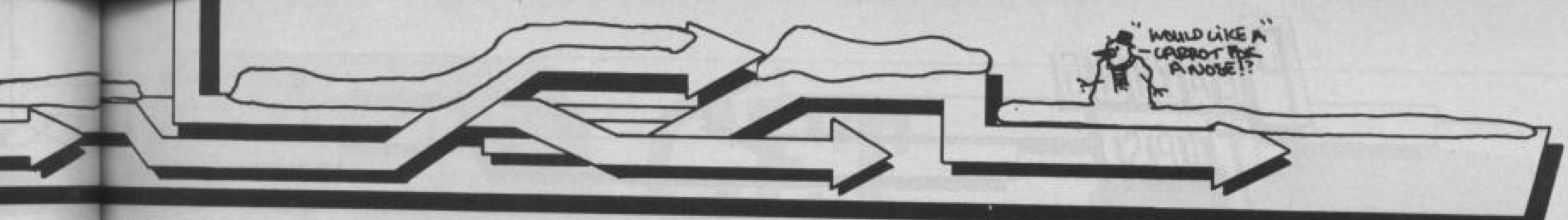
Xecutor *Invincible (Player 1)* 47216,201
Invincible (Player 2) 47320,201
No Enemy Fire 48259,201
Xevious *Lives* 53592,200
Xeno *Lives* 22225,1

Y

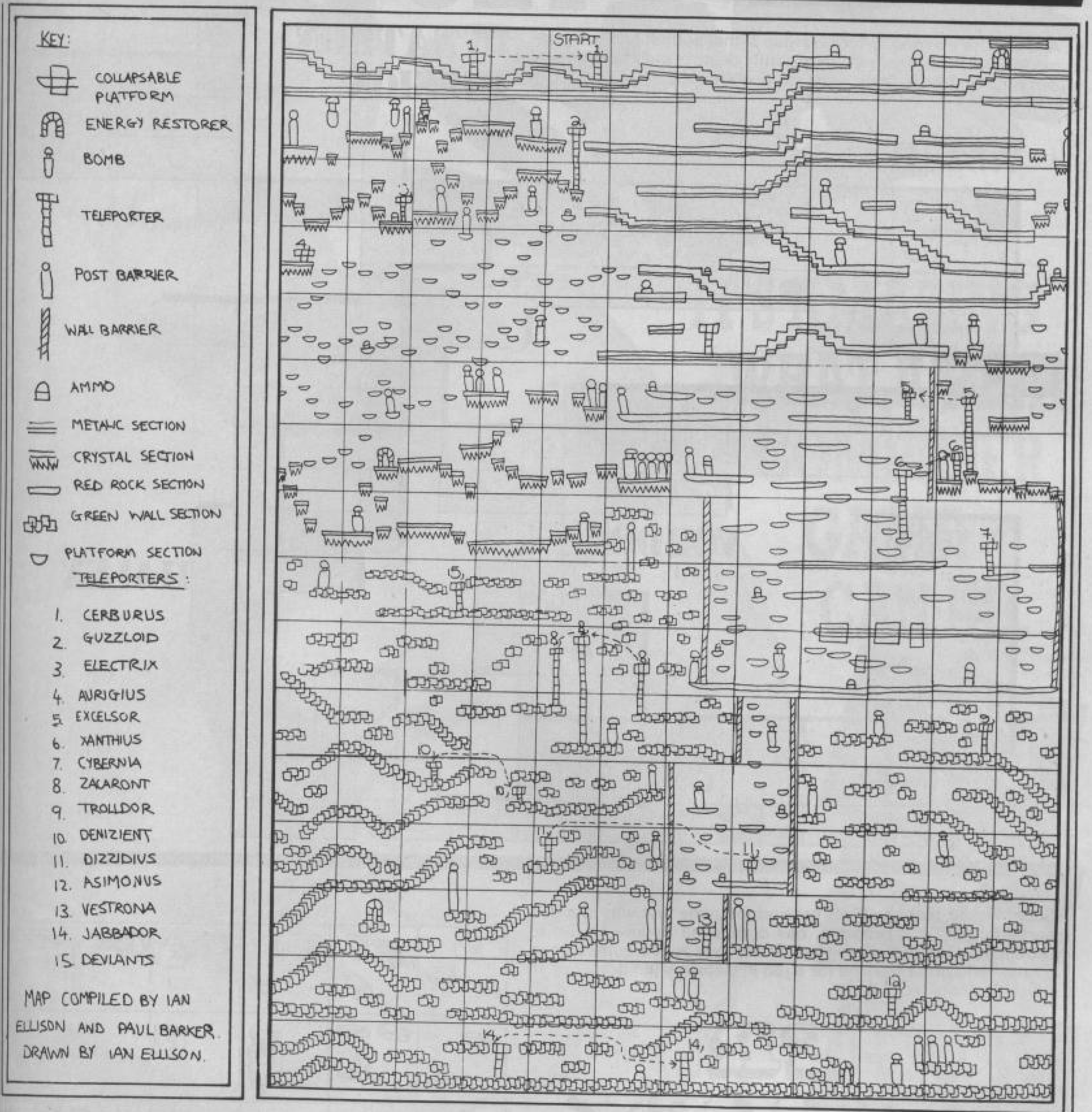
Yogi Bear *Lives* 35090,0+35091,0+34900,0+35 092,
0+35093,0+45026,24

Z

Zaxxon *Lives* 48825,250
Zip Zap *Lives* 53753,0
Zynaps *Lives* 45592,24+45008,255
Immunity 39775,201
Zzoom *Lives* 24743,0



"WOULD LIKE A CARROT FOR A NOSE!?"

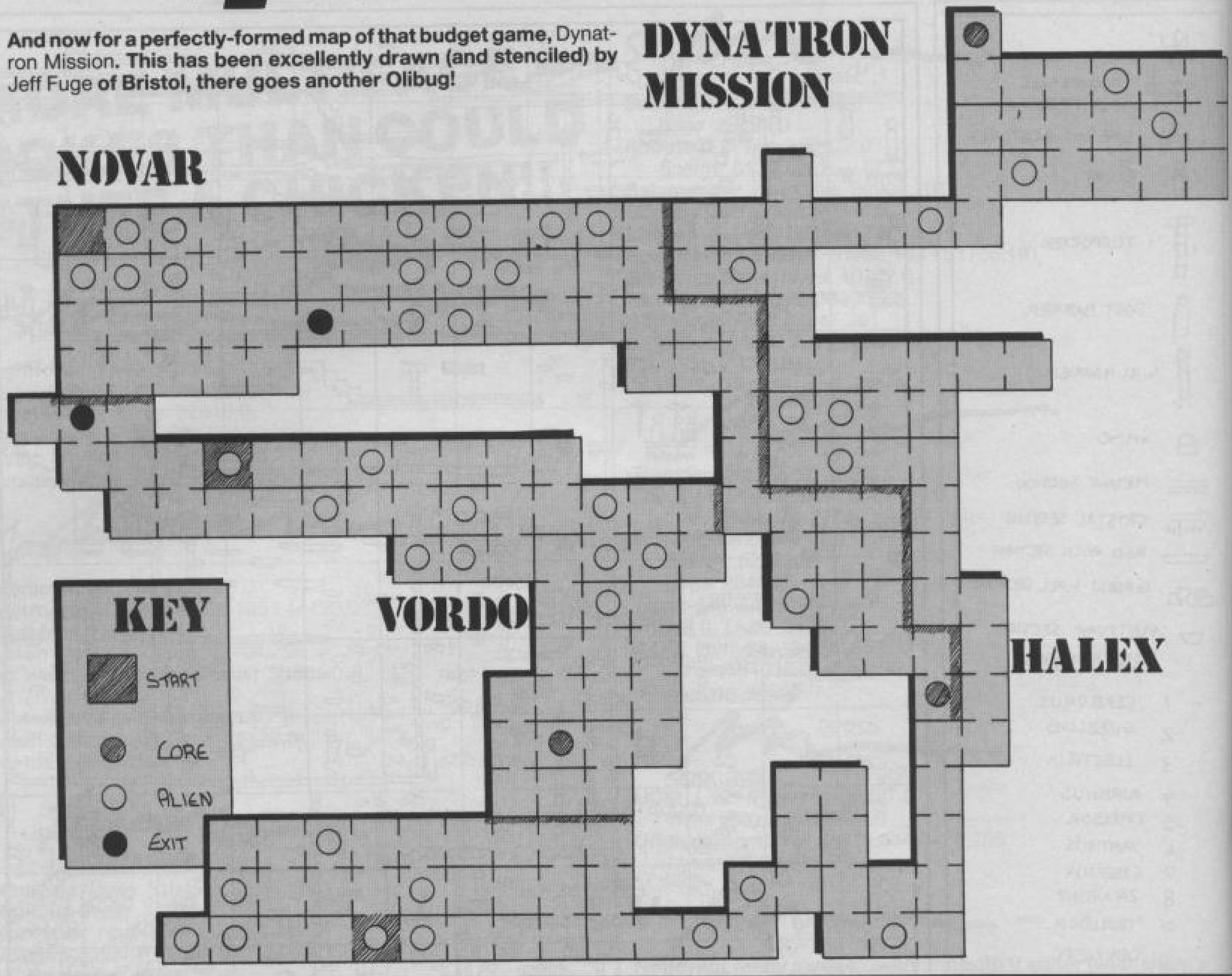


KEY:
COLLAPSABLE PLATFORM
ENERGY RESTORER
BOMB
TELEPORTER
POST BARRIER
WALL BARRIER
AMMO
METALIC SECTION
CRYSTAL SECTION
RED ROCK SECTION
GREEN WALL SECTION
PLATFORM SECTION
TELEPORTERS:
1. CERBURUS
2. GUZZLOID
3. ELECTRIX
4. AURIGIUS
5. EXCELSOR
6. XANTHIUS
7. CYBERNIA
8. ZACARONT
9. TROLLDOR
10. DENIZIENT
11. DIZZIDIUS
12. ASIMONUS
13. VESTRONA
14. JABBADOR
15. DEVIANTS
MAP COMPILED BY IAN ELLISON AND PAUL BARKER
DRAWN BY IAN ELLISON.
START

DEVIANTS

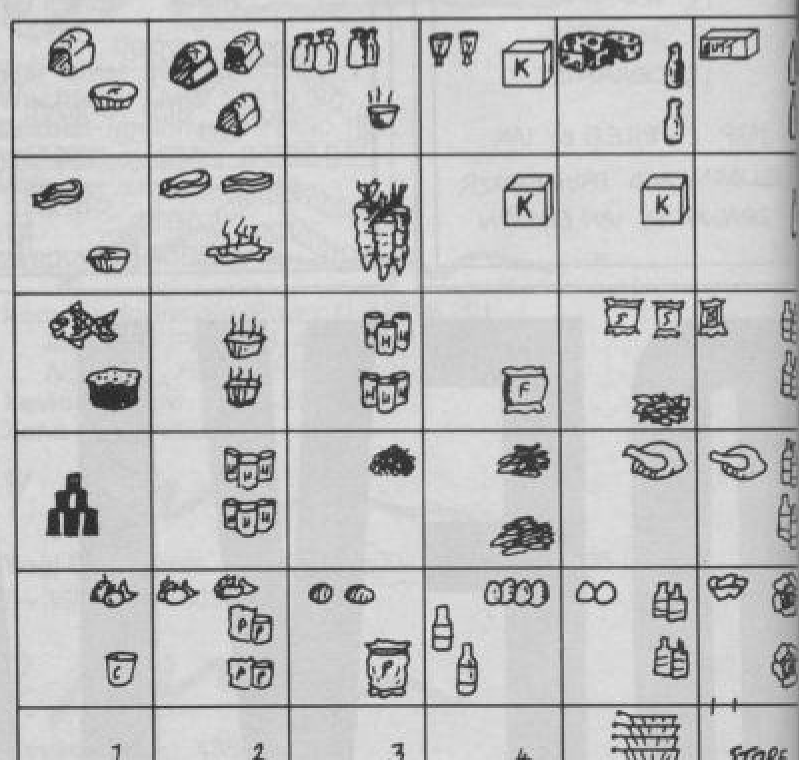
And now for a perfectly-formed map of that budget game, Dynatron Mission. This has been excellently drawn (and stenciled) by Jeff Fuge of Bristol, there goes another Olibug!

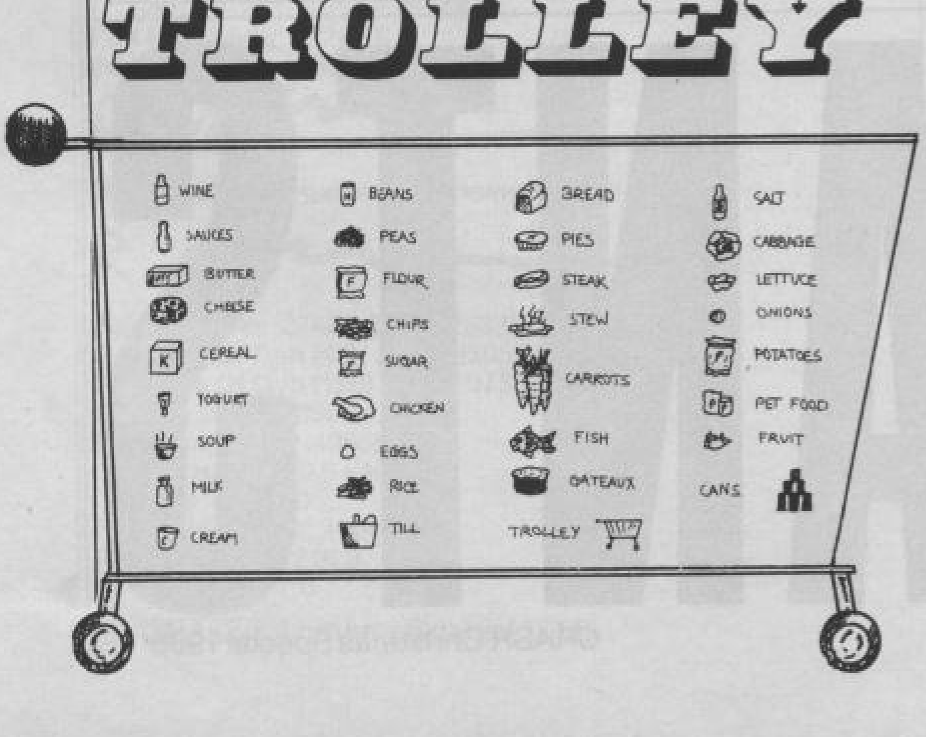
DYNATRON MISSION



Super Trolley, that small but fun budget game that was star of a certain Jim'll Fix It program, has compelled Andrew Brown to produce a map showing where all the food is. It's quite a good game – and great training for a job in Gateway (if I don't get all these tips finished in time)!

SUPER TROLLEY







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Amstrad screen shots

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Prestwich Holdings Company

NOW YOU'RE NOBBLED!

As promised months ago, here are the tips to the last few levels of Hewson's great game, *Nebulus*, as written by Stephen **and** Gregory Brock **of Mitcham in Surrey. Don't forget there is a cheat if you still find the game a bit hard.**

Level Six: swimmer's delight

Walk right, go up on the lift and walk right. Jump the gap and walk under the two aliens. Turn left and walk under the alien going up. Shoot the block and walk back right till you reach the lift. Go up and shoot the block to your right. Walk left, under the sphere, then jump right. Go up the lift and shoot the block to your right. Go back on the lift and go down. Walk right and fall under the sphere as it moves up. Now go up the lift, walk right and fall onto the lift below. Go up, walk left onto the lift and then go up again. Walk right, up the steps and go through the first tunnel you meet. Walk left and jump up the steps.

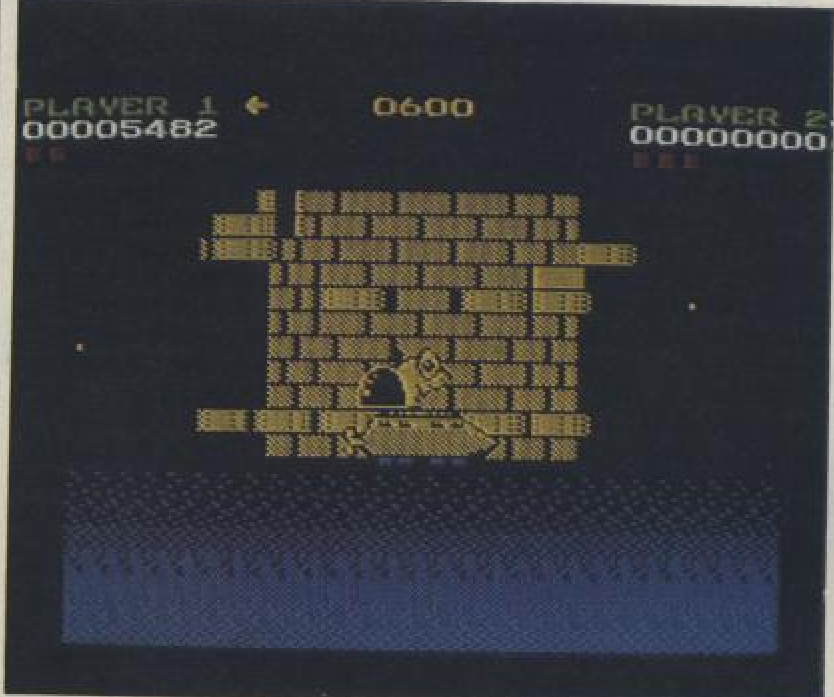
Jump the sphere and go through the tunnel. When you reappear go up on the lift to the left. Then jump right onto the tower of disappearing platforms.

When all the platforms have disappeared, go up on the left-hand lift. Walk right and shoot the block. Turn around, get on the lift and down.

Go up on the right-hand lift then go right. Go up on the lift, walk right and go up on the lift. Now walk under the three spheres to you left, which isn't easy. Wait for the nearest sphere to go up as the middle sphere goes up and the furthest sphere does down. Now make a break for it. If at first you don't succeed, try and try again! Go up on the lift. Jump the sphere as it moves down, then jump the steps till you reach the top. When you get there, enter the tunnel and you've completed Level Six.

Level Seven: the nasty one

Climb to your right and fall through the disappearing platform onto the lift below. Wait for the alien to move left then move up once. Walk right and fall through the disappearing platform. Jump right off the lift below the block, then jump on the left-hand lift. Go up and shoot the flashing block, then walk left and fall through the disappearing platform onto the lift. Go up twice on the the block to the left. Walk right all the way around and go up on the lift. Go up on the lift to the right and get onto the next lift to the right. Go up, walk right and wait for the alien to move up so you can walk under it. Wait on the platform to the right of the alien moving up and down. Now the lower platforms all disappear so you have to jump them as you walk right around to other side of the tower. It's best to wait for the alien moving around the tower to be moving right so you can follow it. When the alien moving around the tower bumps into the alien moving up and down it changes direction. Go for it. When you reach the lift, go up on it. Walk right (look out for the fast alien). When you reach the lift, go up, then walk under the aliens as they move up. Go to the fourth lift and go up. Walk left onto the disappearing platform then walk right once you've fallen through. Go back to the four lifts and use the first one to go up. Walk left onto the lift then go up and through the tunnel to finish Level Seven.



Level Seven: the edge of doom

Wait for the four aliens to bounce off the bottom platforms twice, then run for your life under them. Go up on the first lift and walk left. Go through the tunnel and walk left, stopping before you reach the last platform. Why? Because it disappears. You have to jump on it from the second platform to the right, (the platform two away from the disappearing platform). If all that is done right you should be on a block. Jump right, turn left and shoot the block. Fall left onto lift below then go up, walk left and go through the tunnel. Walk right up the steps and jump right until you reach a lift. Go up and jump left, over the aliens which appear, until you reach a lift.

Shoot the block to your left and go up on the lift, then go through the tunnel. Jump left twice and go through the tunnel. Walk right and shoot the block. Jump left onto the lift and go up. Jump left then walk left onto the tower of disappearing platforms. Go up on the lift once the platforms have disappeared then go up again. Walk left and shoot the block, then walk right around the tower, and fall through the gap onto the lift (look out for the alien). Go up, walk right and fall down. Walk left then turn right and shoot the block. Get onto the lift and go up. Walk left under the aliens as they move up, then go through the tunnel. Shoot the block to the right then walk left until you can't walk any further. Fall onto the platform to the left then jump left twice. Shoot the block. Get knocked down, then make your way back to the lift you have just freed. Go up on the lift. Now go into the tunnel third from the right to complete *Nebulus*.

A FEW TIPS . . .

If you get knocked down your technique points decrease by two at the end of each tower. Extra points are given for shooting bouncing balls and blocks. Your time at the end of each tower is divided by ten.

POKEING PROBLEMS?

It's really disappointing when you've spent hours typing in POKEs and they don't work – so Malcolm Perryman **from Surrey has compiled some solutions to those POKEing problems. No doubt they'll ease a few headaches at 11pm.**

1 Do you get an E OUT OF DATA statement when you run the program? If you do, try inserting a RESTORE line directly after the CLEAR statement.

2 Do you get the ERROR IN DATA message when you run your program? This message is put in by the hacker. Before you check all your data again, type in a PRINT statement straight away, with the variable that is used for the number of pieces of data there should be.

Somewhere in the program will be the line which gives the ERROR IN DATA message. It will say something like:

```
IF F<>12345678 THEN PRINT "ERROR IN DATA": STOP
```

Here the variable is F; after you have typed in PRINT F you will receive a number on the screen.

Compare the value for F with the number found after the <> in the line. If it is only a couple of digits out you may have just made a few mistakes; if it is quite a way out you may have missed a line of DATA altogether. If the two numbers are far apart you may have the RESTORE statement in the wrong place.

To correct your DATA, check it against the DATA in CRASH. If one of the numbers in CRASH is over 255 it must be a misprint. Two numbers must have been typed in as one: 543 could be 54,3. This can happen for numbers under 255, of course, 254 could really be 2,54. In both cases you'd be missing a piece of data.

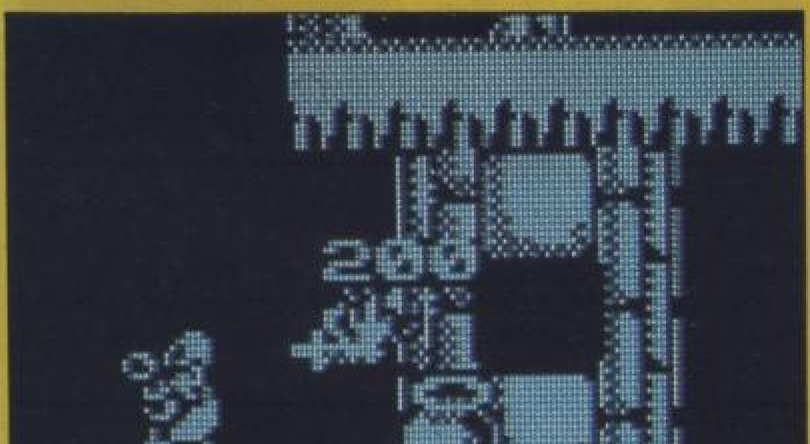
If it still doesn't work then try taking out the ERROR IN DATA line! Save the POKE routine to tape and try to load the game with the POKE. Sometimes it will work but others it may crash.

FLASHBACK

Christmas is always a time for reminiscing, looking back over the past year, at all the good things and some of the bad. And what better section of Playing Tips to reminisce in than Flashback, the section that breathes life into all those games you've stuck in the bottom of a wardrobe, never to play again because they're too hard. Well, I've collected many letters pleading for older POKEs over the past few months and have tried to answer as many as possible in this bumper edition. If there is still a game that you find particularly difficult, then don't hesitate to contact me.

GHOSTS AND GOBLINS

```
10 REM GHOSTS & GOBLINS
20 REM BY PHIL CHURCHYARD
21 REM INFINITE LIVES AND TIME
30 CLEAR 59999
40 RESTORE
50 LET TOT=0
60 LET WEIGHT=2
70 FOR I=60000 TO 60029
80 READ A: LET TOT=TOT + WEIGHT * a
90 POKE I,A: LET WEIGHT=WEIGHT+1
100 NEXT I
110 IF TOT <> 51329 THEN PRINT FLASH 1; "ERROR IN DATA!!!" : BEEP 1,0 : STOP
120 INK 7:CLEAR 25000: PRINT #1; AT 0,2; "Start Ghosts & Goblins tape"
130 LOAD "" CODE : RANDOMIZE USR 60000: RANDOMIZE USR 65477
1000 DATA 33, 113, 234, 17, 151
1001 DATA 255, 6, 11, 126, 238
1002 DATA 170, 18, 35, 19, 16
1003 DATA 248, 201, 62, 2, 50
1004 DATA 217, 140, 193, 253, 33
1005 DATA 58, 92, 201, 0, 0
9999 STOP
```



GAUNTLET

```
10 REM GAUNTLET HEALTH
11 REM BY ANTONY SHIPLEY
20 CLEAR 28999: LET TOT=0
30 FOR A=29000 TO 29014
40 READ D: LET TOT=TOT+D:POKE A,D
50 NEXT A: IF TOT<>1601 THEN PRINT AT 10,10; "ERROR IN DATA":STOP
60 DATA 62, 255, 17, 81, 1, 221, 33, 0, 128, 55, 205, 86, 5, 251, 201
70 CLS: PRINT AT 10,10;"START TAPE"
90 RANDOMIZE USR 29000: RANDOMIZE USR 29000
100 IF PEEK 32814=16 THEN LET A1=82: LET A2=184
110 IF PEEK 32814=232 THEN LET A1=104: LET A2=189
120 POKE 32793,38: POKE 32794,128
130 POKE 32863,241: POKE 32864,255
140 LET A=33047
150 READ D: IF D=9999 THEN RANDOMIZE USR 32791
160 POKE A,D: LET A=A+1: GO TO 150
170 DATA 62, 201, 50, A1, A2, 195, 0, 132, 9999
```



PAPERBOY

```
10 LOAD ""CODE
20 FOR F=65302 TO 65307
30 READ A: POKE F,A: NEXT F
40 POKE 65110,22: POKE 65111,255
50 RANDOMIZE USR 65000
60 DATA 50, 151, 187, 195, 86, 5
```

COMMANDO

```
1 REM COMMANDO INFINITE LIVES
10 CLEAR 40000
20 LOAD ""CODE
30 POKE 65267,203
40 POKE 65379,68
50 POKE 65380,15
60 POKE 65382,108
70 POKE 65383,165
80 FOR N=65482 TO 65497: READ A: POKE N,A: NEXT N
90 RANDOMIZE USR 65263
100 DATA 175, 50, 122, 104, 50
110 DATA 4, 108, 50, 5, 108
120 DATA 50, 6, 108, 195, 30
130 DATA 100
```



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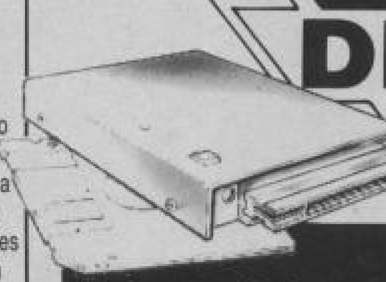
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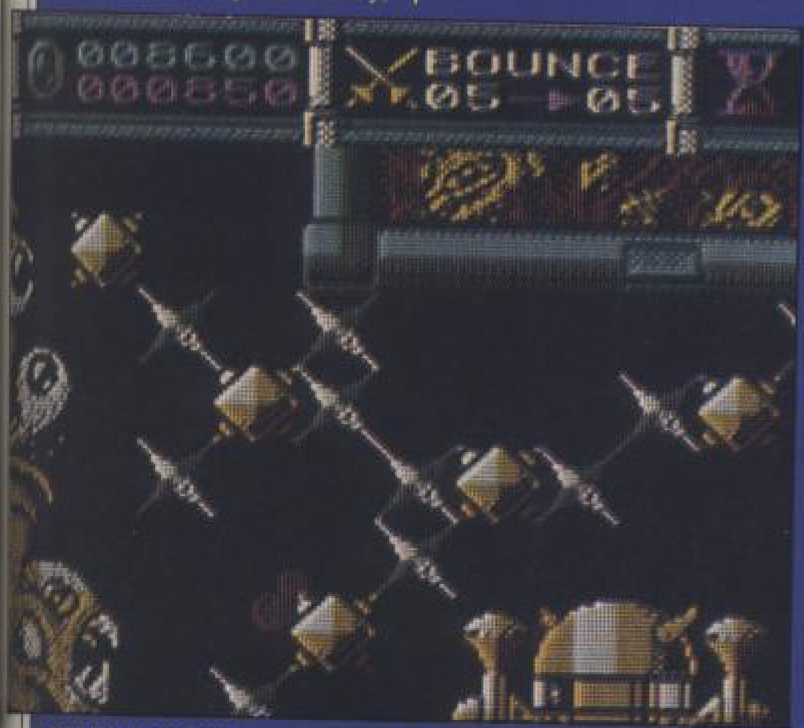
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CHEAT MODE MOTEL

Ahh, I love Christmas. All that turkey, plum pud and, of course, the prezzies. But the best thing of all for us moteliers is all that scrummy cash! The Motel is looking the best it has for ages, what with all the decorations and that brilliant Christmas tree in the middle of the car park covered in lights. All we need now is a bit of snow and it would be perfect – but I suppose that's too much to ask. The cheats have flocked in their thousands for this extra special Cheat Mode Motel, making it hard to select the very best for you all to enjoy over the festive period. I'm off now, we've got a big staff party and I don't want to miss out on all those cheese-and-pineapple-on-sticks do I? See ya next year . . .

CYBERNOID II

Raffaele Cecco has come up with another cheat with a bit of a pervy nature. This time if you define your keys as ORGY (that's not in my dictionary, either – LM) you should get the reward of infinite lives. I dread to think what he will come up with next!
(Occupant: **The Gedling Cracking Crew**)

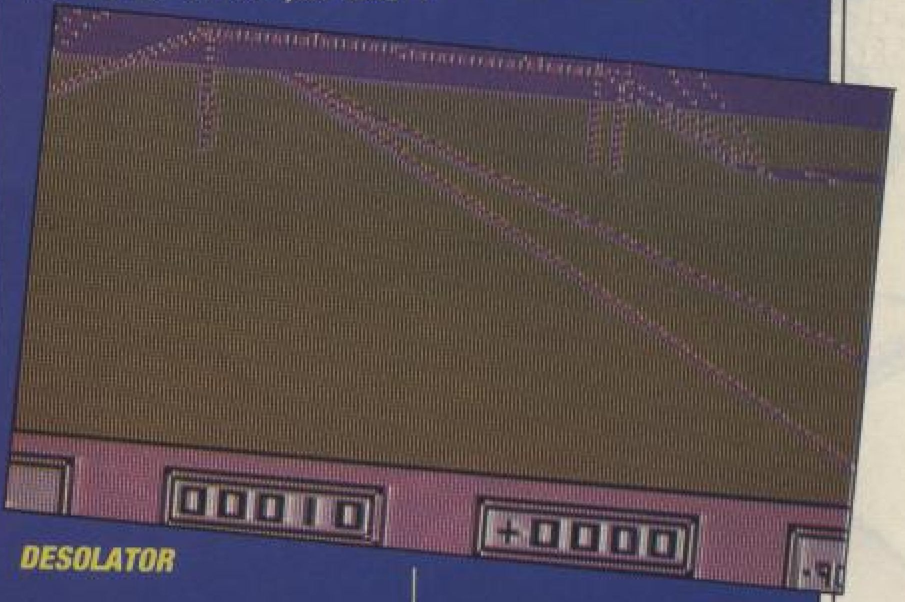


PSYCHO PIGS UXB

At the beginning of each round press the key that makes your pig duck. (Where did this duck come from? Lloyd's Christmas shopping? – Ed.) Wait a few seconds until the other pigs have mutilated each other and stand up and pick off the last two or three pigs which are left. If you continue to do this you should complete the game in no time.
(Occupant: **Callum Mcfetridge**)

WHERE TIME STOOD STILL

If you can't get very far in this magnificent Ocean game and would like to see what the rest of the landscape looks like then read on. When you start, shoot all your companions and run up the ramp near the plane. Now jump off so you land where you started. Do this until the screen starts to scroll to the right on its own. Your character will eventually disappear and you will find you can control which direction the screen scrolls in. Now you can explore.
(Occupant: **Warren Fleming**)



DESOLATOR

As in all multiload games with headers you can load in the header, the first bit of the level you are supposed to load, and then fast-forward the tape to the second bit of any of the levels. Load the one you want and you should be on that level.
(Occupant: **Mr S Claus**)

MERCENARY

When you find the cheese, pick it up. Now go outside and drop it. Now you can board the cheese – and it makes a very fine ship too, going fast enough for you to reach the colony craft easily. Silly eh?
(Occupant: **Gary Palmer**)

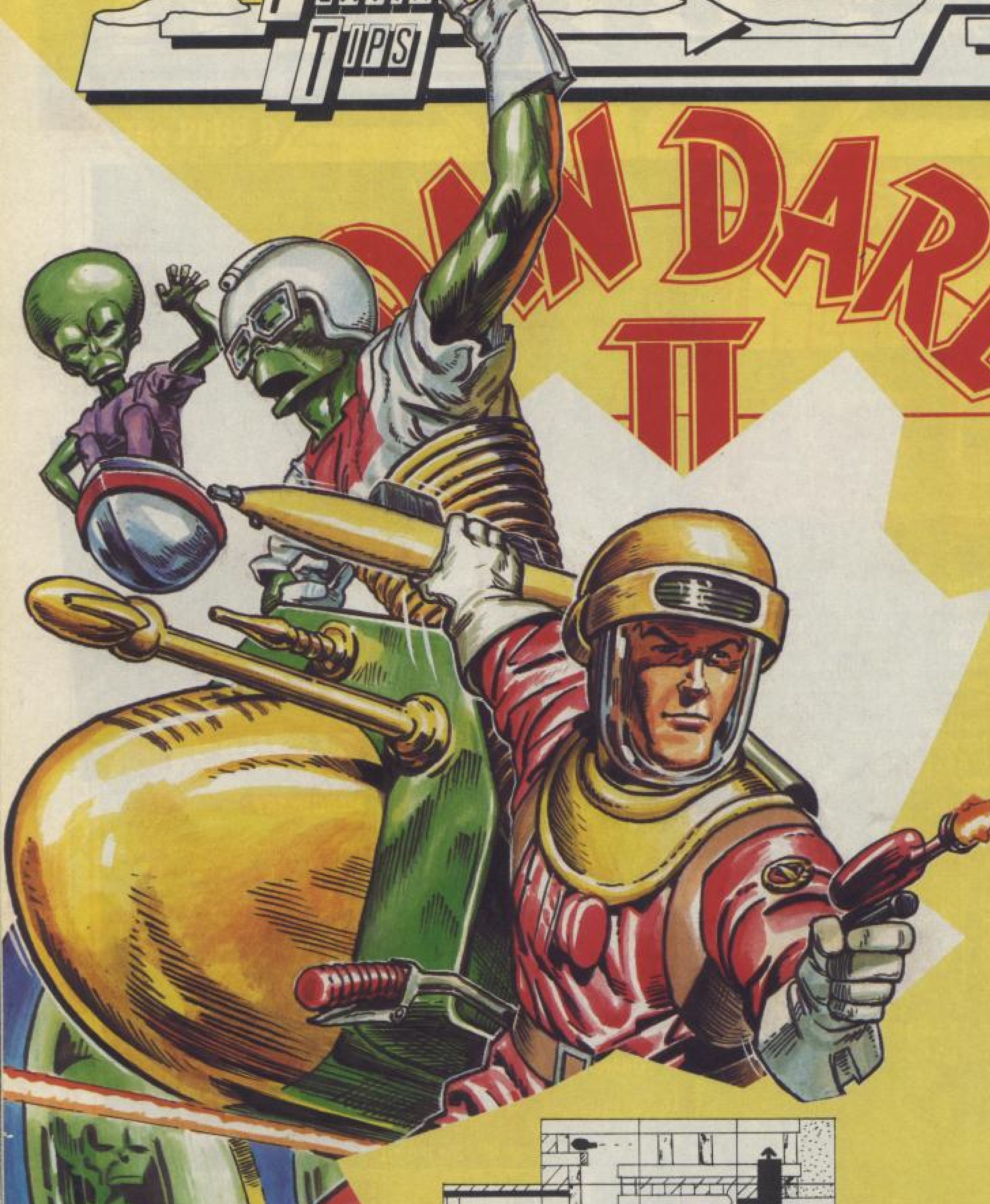
GAME OVER II

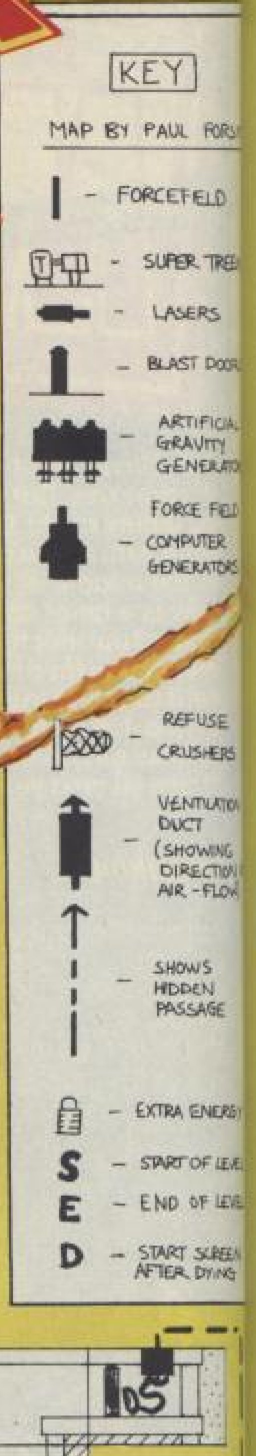
Another one of those five-figured code numbers that drive everyone mad. This time it's 18757 which will allow you to enter Level Two of the new Dinamic game.
(Occupant: **Philip Cape**)

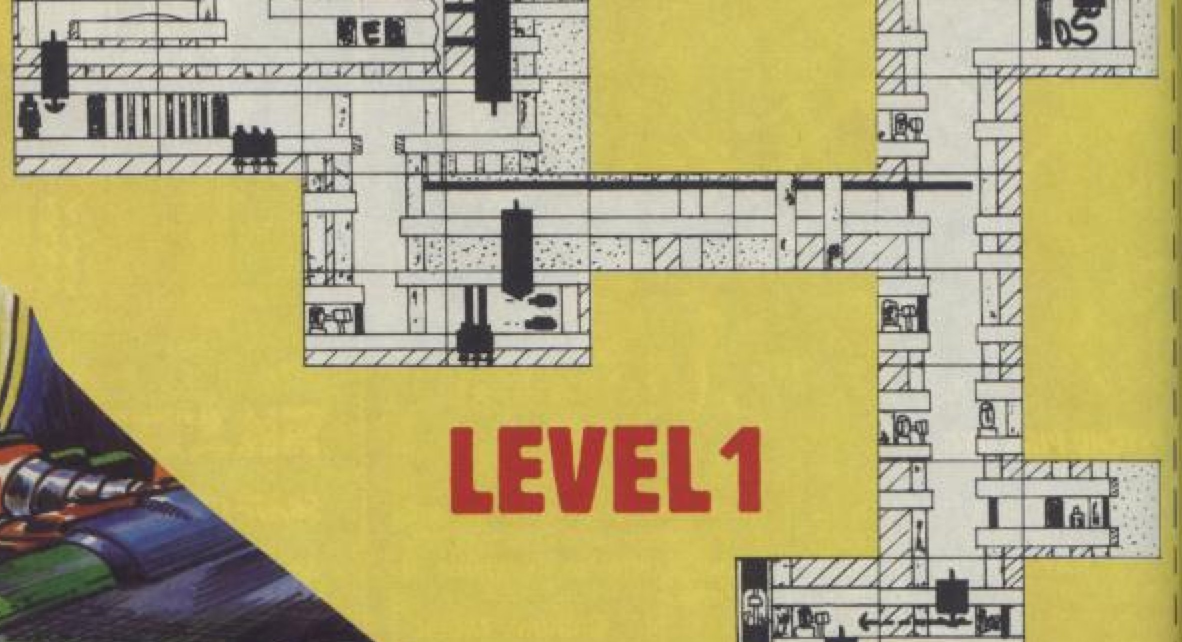


SKATE CRAZY

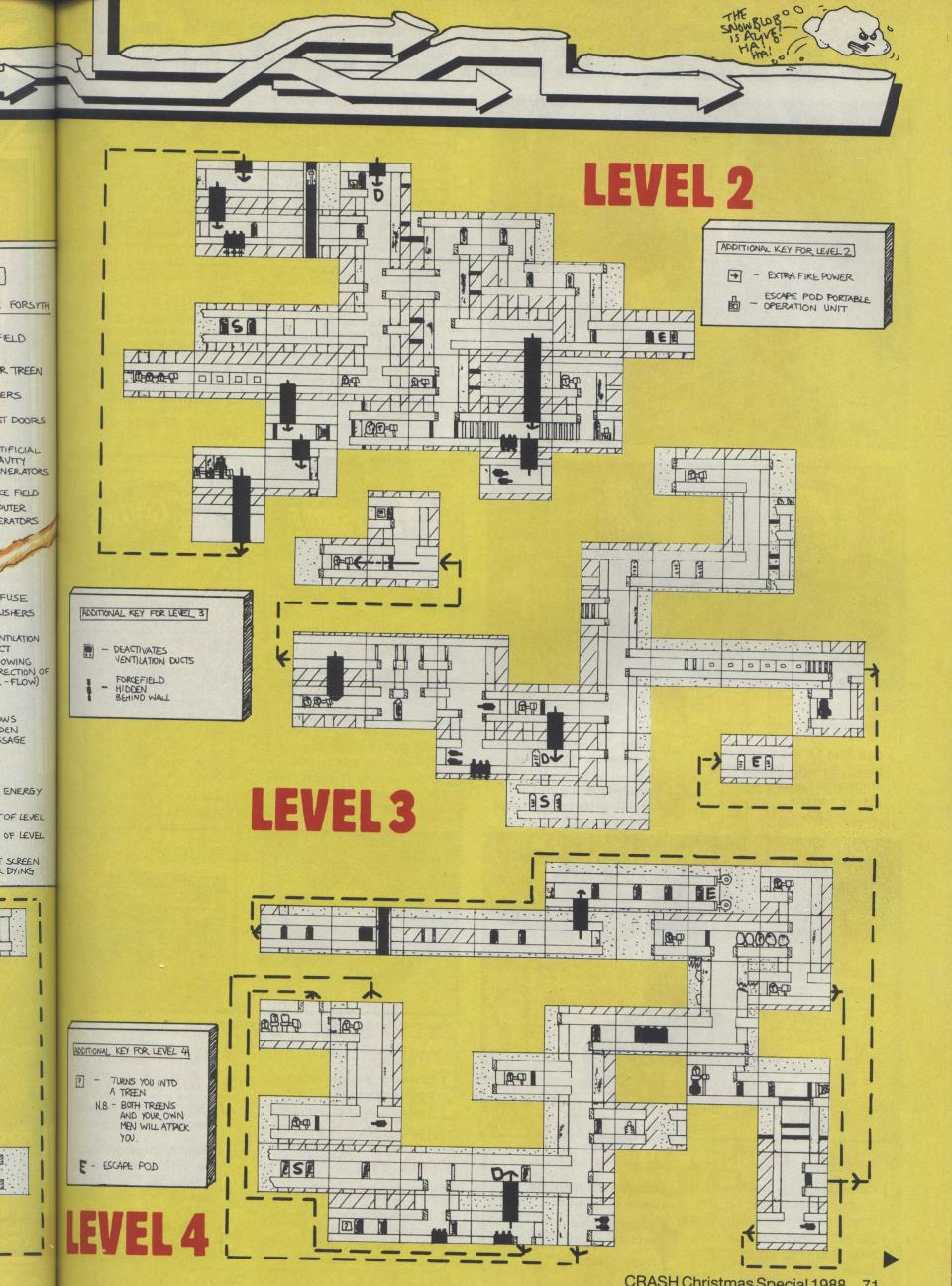
When you shoot off the ramp do a 180° turn in the air and land backwards. Now turn your joystick around and you can control the character quite comfortably while he goes backwards. If you now jump off a ramp you will really impress the judges.
(Occupant: **lost in the post (!)**)


DARE
II


KEY
MAP BY PAUL FORS
- FORCEFELD
- SUPER TREE
- LASERS
- BLAST DOOR
- ARTIFICIAL GRAVITY GENERATO
FORCE FIELD
- COMPUTER GENERATORS
- REFUSE CRUSHERS
- VENTILATION DUCT (SHOWING DIRECTION OF AIR-FLOW)
- SHOWS HIDDEN PASSAGE
- EXTRA ENERGY
S - START OF LEVE
E - END OF LEVEL
D - START SCREEN AFTER DYING



LEVEL 1


THE SNOWBLOB IS ALIVE! HA! HA!
LEVEL 2
ADDITIONAL KEY FOR LEVEL 2
- EXTRA FIRE POWER
- ESCAPE POD PORTABLE OPERATION UNIT
ADDITIONAL KEY FOR LEVEL 3
- DEACTIVATES VENTILATION DUCTS
- FORCEFIELD HIDDEN BEHIND WALL
LEVEL 3
ADDITIONAL KEY FOR LEVEL 4
- TURNS YOU INTO A TREEN
N.B. - BOTH TREENS AND YOUR OWN MEN WILL ATTACK YOU.
E - ESCAPE POD
LEVEL 4

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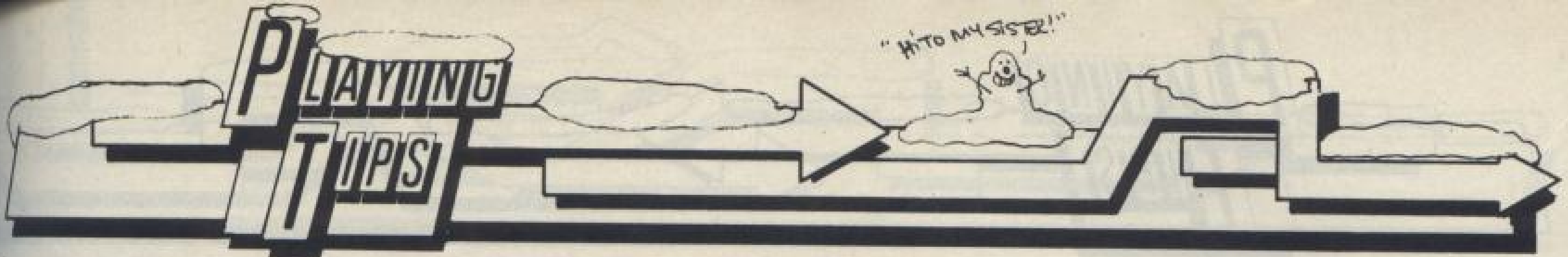
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SINC 1



DOUBLE DARE!

The second of the Dan Dare games, *Dan Dare II* **has brought fun and excitement to many people this year – but it was very, very hard. I can now reveal the maps for this great game and there are a few tips here too, just in case you are stuck.**

●When you start a level, NEVER shoot a control box until the force field computer is out of action. There is an exception to this on Level Four. This applies to Dan, but with the Mekon you eject treens on the way.

●On Level Two, you must pick up the escape pods operation unit (to the far right of the map). It looks like a hi-fi! Without this you will not be able to finish the game.

●On Level Three there is an object which looks like a TV. Get this as it switches off the air flow in ventilators. If you don't do this, you won't be able to get off the level. Also, try to shoot the force-field computer before you die, since if you don't you'll have to sacrifice a couple of lives more than you would normally. Try it and see why!

●Level Four contains one of the hardest screens in the whole game. From the start, head two screens right and one down. You should be in a screen with a gravity generator in it (it is the room to the right of the disguise room). The gravity generator (GG) is close to the door and roof here, so it's difficult to get through. This is how to do it every time. Try to manoeuvre the bike so you are wedged in at the door and the bit of roof above. If you are, then shoot the door (to open it). Keep only the up key pressed then, with the key still pressed, press the right key and you should go through it, enabling you to shoot a treen. This only works if you are Dan, but the Mekon's method is similar.

A COUPLE OF QUICKIES

These few POKEs arrived at the last minute but I just managed to squeeze them in as they're for quite new games. I'm afraid I can't test the routines as we only have *Rex* **and** *Typhoon* **on +3 disk and** *Gee Bee Air Rally* **is lost in storage, but I'm sure you'll write/ring in and tell me if they don't work.**

TYPHOON
INFINITE LIVES

```
10 CLEAR 24575: LOAD
   ""CODE 65024
20 POKE 65039,251: POKE
   65040,201: RANDOMIZE
   USR 65024: POKE
   65317,91
30 FOR A=23296 TO 23305:
   READ B: POKE A,B:
   NEXT A: RANDOMIZE
   USR 65280
40 DATA 175, 50, 231, 152,
   50, 135, 153, 195, 0, 255
```

REX
INFINITE LIVES

```
10 CLEAR 24575
20 LOAD ""CODE 65024:
   POKE 65039,251: POKE
   65040,201
30 RUN USR 65024: POKE
   65314,170: POKE
   65315,91: FOR A=23466
   TO 23473
40 READ B: POKE A,B:
   NEXT A: RUN USR 65280
50 DATA 62, 250, 50, 141,
   242, 195, 0, 91
```

GEE BEE AIR RALLY
INFINITE TIME

```
10 REM GEE BEE AIR
   RALLY HACK
20 REM UNLIMITED TIME
30 REM NEVER FAIL TO
   QUALIFY
40 INK 7: PAPER 7
50 CLEAR 65535
60 LOAD ""CODE
70 POKE 62492,91
80 LOAD ""SCREEN$
90 FOR A=23296 TO 65535
100 READ C
110 IF C=999 THEN GO TO
    USR 62464
120 POKE A,C
130 NEXT A
140 DATA 175, 33, 186, 161,
    119, 35, 119, 35, 119, 195,
    0, 128, 999
```

MASTERING THE UNIVERSE

Paulo Nogueira was so excited when he completed *Masters Of The Universe* **that he wrote in from PORTUGAL straight away with the solution, some POKEs and a map. Now the letter has come all this way to England I can't not print it, can I? So here it all is . . .**

★Get to the cemetery and pick up Chord One
★Get Chord Two
★Go to the scrapyard as fast as you can (before the clock reaches 6:30)
★Defeat Blade and Karg to get a new chord
★Get to the store before 4:30
★Kill seventy ghosts to get a new chord
★Get Chord Three and Chord Four (the fifth and sixth chords)
★Go to the rooftops
★Once inside your space disc, kill the enemies
★After a few moments you are given your seventh chord
★You will be given two options: surrender or fight
★Choose the first one (if you have picked up all the seven chords you will be given the last one)
★Finally, defeat Skeletor to become MASTER OF THE UNIVERSE

Or if you still find the game difficult and have a Multiface, you can use these POKEs that Paulo included with his letter.

POKE 42173,0 – *Infinite lives*
POKE 41274,n – *number of lives*
POKE 51406,0 – *immunity*
POKE 43210,n – *number of ghosts*
POKE 52346,60 – *slows down the clock*
POKE 41420,175 + POKE 41421,0 – *any number of chords*

SUPER HERO

```
10 REM SUPER HERO
   HACK
20 REM HOWDON HAC-
   KERS'88
21 REM INFINITE MEN
   AND ALL WEAPONS
30 CLEAR 27599
40 LOAD ""SCREEN$
50 LOAD ""CODE 27600
60 PAPER 0: CLS
70 LOAD ""CODE 16384
80 POKE 49625,0
90 POKE 40444,0
100 FOR F=46334 TO 46337
110 POKE F,255
120 NEXT F
130 RANDOMIZE USR
    40341
```

+3 POKES AT LAST!

Yes, that's right ladies and gents, guys and gals, apples and oranges(!), these are the very first +3 POKEs to be printed in CRASH (cue wild applause, 'boo ssss', damn that's the wrong button). They are for that super arcade conversion from Domark, *Star Wars* **from** Andy 'Disk Destroyer' Miller **and Firebird's brilliant** *The Sentinel* **from** The Howdon Hackers. **If you follow the instructions below on your +3 then you should get the reward of infinite shields on** *Star Wars* **and infinite energy on** *The Sentinel* **– now aint that great?**

THE SENTINEL

```
10 REM THE SENTINEL
   +DISK HACK
20 REM HOWDON HAC-
   KERS'88
30 REM
40 CLEAR 39999
50 FOR F=40000 TO 40033
60 READ A: POKE F,A
70 NEXT F
80 LOAD "13A:SEN-
   TINEL.001"SCREEN$
90 LOAD "9A:SEN-
   TINEL.LDR"CODE 32768
100 RANDOMIZE USR 40000
120 DATA 17, 0, 64, 237, 83
130 DATA 46, 128, 33, 81, 156
140 DATA 6, 1, 237, 176, 195
150 DATA 0, 128, 205, 81, 192
160 DATA 151, 50, 206, 126, 50
170 DATA 32, 146, 201, 127
180 DATA 72, 72, 39, 56, 56
```

STAR WARS

1. Enter +3 BASIC mode.
2. Insert *Star Wars* **disk.**
3. Type LOAD "DISK" **and press ENTER.**
4. Immediately keep hold of the BREAK key until a listing appears.
5. Type 71 POKE 45268,0 **(ENTER).**
6. Now type RUN **(ENTER).**
7. When the game loads you will have infinite shields.





Phew
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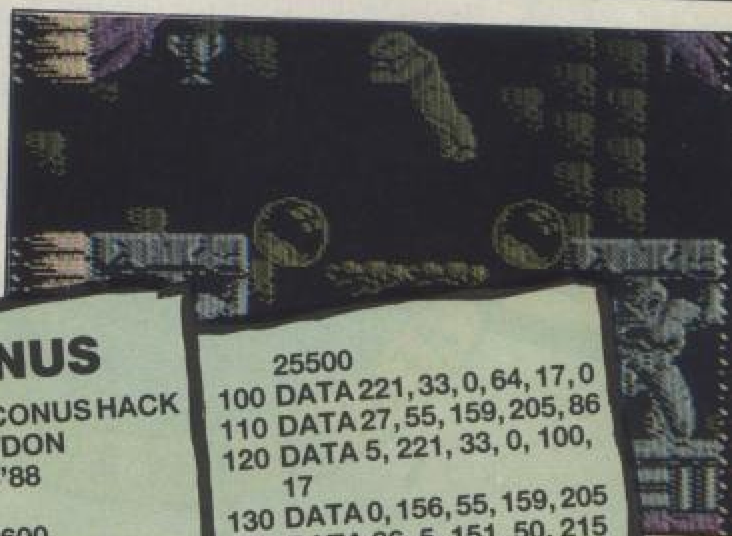
J

10
20
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50
60
70
80
90
100
110
120
140 D

CYB

10 RE
HA
20 RE
KE
30 RE
40 RE
50 CI
60 FC
70 RI
80 N
90 LC
100 R
25

HANDSOME HOWDON



Phew! Just as I thought I was due for a trip towards the Editor's Size 12 Reebok boot, I found a small package full of POKEs from the Howdon Hackers to fill up some pages and save my skin! These headstrong hackers have sent in hacks for all the great new games, and even some for Code Masters too (apologies to The Darlings, I'm only kidding – I love *Pro Ski Sim* and *Dizzy*), so I'm sure there must be something here that will suit your taste.

JOE BLADE II

```
10 REM JOE BLADE II
   HACK
20 REM HOWDON HAC-
   KERS'88
30 REM 48 AND 128
40 REM
50 CLEAR 32767
60 LET T=422456: LET
   W=85
70 FOR F=32768 TO 32852
80 READ A: POKE F,A
90 LET T=T-W*A: LET
   W=W-1
100 NEXT F
110 IF T<>0 THEN
   PRINT"DATA ERROR!":
   STOP
120 RANDOMIZE USR
   32768
140 DATA 221, 33, 170, 250,
   17
150 DATA 51, 3, 55, 159, 205
160 DATA 86, 5, 122, 179, 32
170 DATA 240, 17, 175, 255,
   33
180 DATA 136, 253, 126, 254,
   124
190 DATA 40, 2, 46, 141, 54
200 DATA 195, 44, 115, 44,
   114
210 DATA 33, 48, 128, 17, 175
220 DATA 255, 6, 1, 237, 176
230 DATA 195, 4, 251, 151, 33
240 DATA 24, 4, 34, 187, 226
250 DATA 34, 187, 230, 34,
   227
260 DATA 224, 50, 158, 222,
   50
270 DATA 173, 136, 50, 62,
   217
280 DATA 50, 154, 217, 50, 6
290 DATA 218, 50, 104, 218,
   195
300 DATA 64, 80, 127, 72, 72
```

CYBERNOID II (48K)

```
10 REM CYBERNOID II
   HACK
20 REM HOWDON HAC-
   KERS'88
30 REM 48K VERSION
40 REM
50 CLEAR 24999
60 FOR F=25270 TO 25300
70 READ A: POKE F,A
80 NEXT F
90 LOAD ""CODE
100 RANDOMIZE USR
   25270
110 DATA 33, 191, 98, 34,
   198, 97
120 DATA 195, 168, 97, 151,
   50
130 DATA 133, 119, 50, 240,
   116
140 DATA 50, 102, 141, 246,
   195
150 DATA 50, 7, 141, 195, 0,
   99
160 DATA 127, 72, 72, 56, 56
```

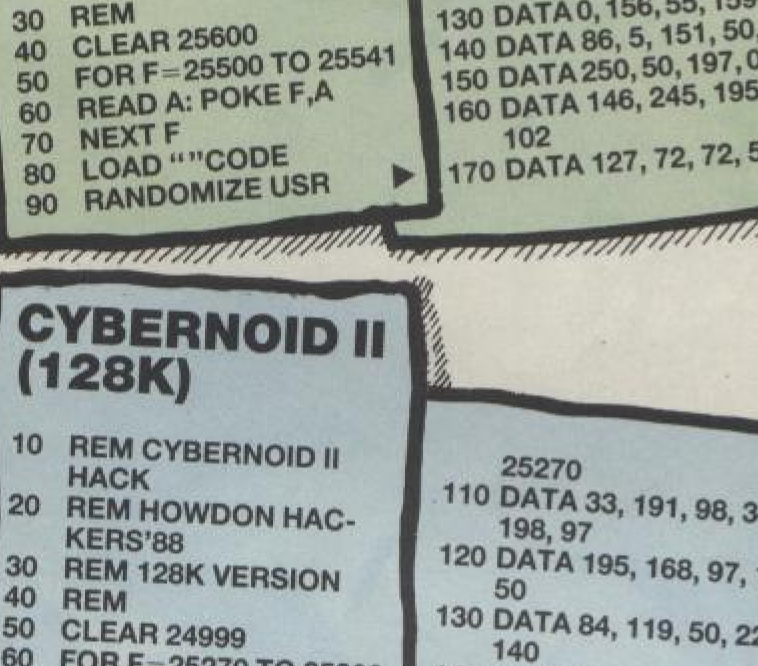


DRACONUS

```
10 REM DRACONUS HACK
20 REM HOWDON
   HACKERS'88
30 REM
40 CLEAR 25600
50 FOR F=25500 TO 25541
60 READ A: POKE F,A
70 NEXT F
80 LOAD ""CODE
90 RANDOMIZE USR
   25500
100 DATA 221, 33, 0, 64, 17, 0
110 DATA 27, 55, 159, 205, 86
120 DATA 5, 221, 33, 0, 100,
   17
130 DATA 0, 156, 55, 159, 205
140 DATA 86, 5, 151, 50, 215
150 DATA 250, 50, 197, 0, 102
160 DATA 146, 245, 195, 0,
   102
170 DATA 127, 72, 72, 56, 56
```

CYBERNOID II (128K)

```
10 REM CYBERNOID II
   HACK
20 REM HOWDON HAC-
   KERS'88
30 REM 128K VERSION
40 REM
50 CLEAR 24999
60 FOR F=25270 TO 25300
70 READ A: POKE F,A
80 NEXT F
90 LOAD ""CODE
100 RANDOMIZE USR
   25270
110 DATA 33, 191, 98, 34,
   198, 97
120 DATA 195, 168, 97, 151,
   50
130 DATA 84, 119, 50, 220,
   140
140 DATA 50, 208, 116, 246,
   195
150 DATA 50, 125, 140, 195,
   0, 99
160 DATA 127, 72, 72, 56, 56
```

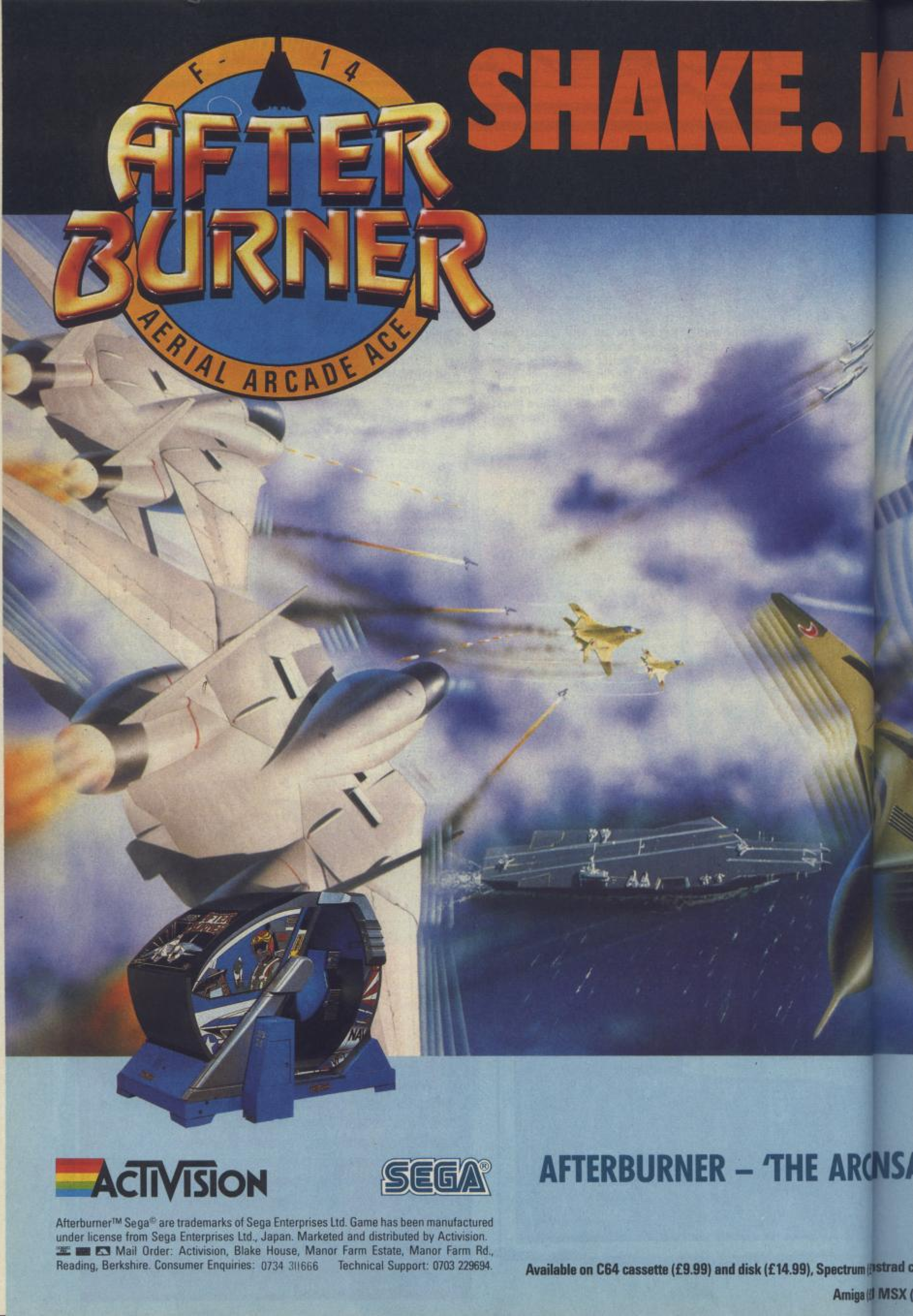


Cor, we made it! It took some doing but we got here. I hope you enjoyed that lot, I'm sure you did and if you didn't I'd like to know why! No, only kidding. If you saw your name in amongst it all, you should have an Olibug flying through your front door any moment now . . . Any hassle, give us a bell.

I'd just like to say thanks to everyone who's sent me stuff (wallpaper, bits of pizza etc) over the past year, and if you didn't get it printed, please don't give up. Keep sending the work in and who knows, you may be lucky in 1989 . . . The address is (as you should all know) . . .

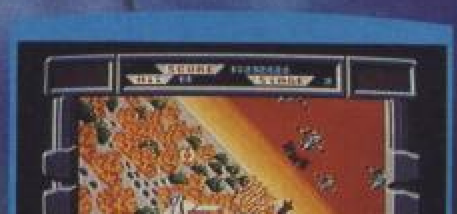
NICK 'THE GREAT' ROBERTS, Playing Tips, *PO Box 10, LUDLOW, Shropshire SY8 1DB.*

Thanks again and I'll see you in '89. Bye . . . !!


SHAKE.
F-14
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RATTLE. ROLL IT. . .





Amiga screen shots shown



ST screen shots shown

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HOLY COMICS, BATMAN!



MOST OF US READ COMICS . . . INDEED THE JETMAN COMIC STRIP IS ALWAYS ONE OF THE MOST POPULAR PARTS OF CRASH. OF COURSE MANY ADULTS DO AS WELL, *Mark Caswell* INCLUDED - BUT DO YOU REALISE THE AMOUNT THAT ARE AVAILABLE ON THE MARKET NOW? NO? WELL MARK C. DIDN'T TILL HE POPPED DOWN TO LONDON AND VISITED A FEW SPECIALIST COMIC DEALERS. 'WE'VE NEVER HAD IT SO GOOD,' HE SAYS! JUST TRYING TO LIST EVERY PUBLICATION COULD EASILY FILL A COPY OF CRASH. SO, DUE TO THE CRUEL LIMITATIONS OF SPACE (*my fault, I suppose? – Ed*), HE CAN ONLY GIVE A BRIEF REVIEW OF A HANDFUL THAT PARTICULARLY ATTRACTED HIS ATTENTION. MOST OF THEM ARE PUBLISHED IN THE UK, AND SHOULD BE OBTAINABLE FROM THE LOCAL NEWSAGENT, BUT THERE'S ALSO A QUICK LOOK AT PUBLICATIONS FROM THE TOP TWO OVER THE POND . . . DC COMICS AND MARVEL.

2000 AD
30p WEEKLY

Published weekly by Fleetway Publications and edited by the Mighty Tharg, the stories in *2000 AD* are primarily concerned with future events. These include Johnny Alpha (one of the future's mutant bounty hunters despised by normal people and called Strontium Dogs), Sláine (a Celtic Barbarian who rose from a penniless wanderer to Sun King) and old stony face himself, Judge Dredd (top cop of a 22nd century Mega City). The latter two characters have, of course, inspired computer games, while another *2000 AD* character – Judge Anderson – was featured in a special comic pullout in Issue 47.

The comic itself is well laid out, and drawn by some of my favourite comic artists (Ian Gibson, Brian Bolland, Ron Smith, and Massimo Belardinelli). Although the occasional story is weakly plotted, for the main part they contain what Tharg himself calls 'Thrill Power', and will certainly keep most people eagerly turning the pages. As the Mighty One says, 'Zarjazz'.



BATMAN MONTHLY
75p MONTHLY

One of America's most famous crime fighters has, along with sidekick Robin, been given his own monthly comic. Yes, that caped defender of truth and justice, featured in one Ocean computer game with another two (!) planned, is back just as a new film nears production. The comic is packed with the exploits of such arch villains as The Riddler, Joker, The Penguin, and Cat Woman so poor old Bruce Wayne is going to be in and out of the Bat Car like a yo-yo. After a quick read I've no doubt this will be as popular with young kids as those old enough to remember the TV series when it was first shown. At 75p it may seem a little pricey, but it is a monthly and in my opinion well worth it for everyone's favourite caped crusader.

SUPERMAN
40p FORTNIGHTLY

Superman is a bi-weekly dose of another computer game licence, this time from DC Comics. Packed with crime busting stories from the city of Metropolis, Superman finds himself up against his old enemy Lex Luthor, plus a variety of natural and man made disasters, and one very determined lady called Lois Lane. Can he handle the pressure? Will Lois Lane discover the secret of man in the red and blue costume? You will just have to read the comic to find out!



BUSTER
28p WEEKLY

Starring the cloth-caped hero of the title, *Buster* contains some pretty weird and whacky characters. They include Ivor Lott and Tony Broke, the loadsamoney and buggerallmoney of the comic world; then there's the Beast Enders; Prambo, a little kid with the body of Arnold Schwarzenegger, and the amazing X-ray Specs, the boy with the amazing spectacles which can see through solid objects. Aimed primarily at the younger end of the market, its humour and content parallels comics such as *Whizzer and Chips*, *The Beano*, and *Dandy*. It takes me right back to my youth . . .

WHIZZER AND CHIPS
28p WEEKLY

Whizzer and its 'rival comic' *Chips* is another of the old favourites from the Fleetway Publications stable, and has stood the test of time well. Sid and Shiner are the friendly rivals who star in this crucial comic, while *Whizzer* celebrities include Joker, the kid who is game for a laugh; Memory Banks, the boy who can't even remember his own name; Sweeny Toddler, the naughty little child who makes everyone's life a complete misery, and, of course, the star of the show, Sid and his Snake. But as you read through the comic, you notice that it changes hands, yes it now becomes *Chips*. The *Chip*ites include Junior Rotter (better known to his friends as JR), whose mischievous antics rival those of Sweeny Toddler; Sammy Shrink, whose size diminishes at the most inopportune moments; Phil Fitt the fittest guy around (unlike our own Phil King), and Watford Gapp, the smart mouthed streetwise kid, who always talks in rhyme. Two comics in one is a great idea, and can be a success as *Whizzer and Chips* has proved.

THE BEANO
20p WEEKLY

The comic that bought you such great characters as Dennis the Menace, Billy Whizz, The Bash Street Kids and Little Plum was 50 years old this summer. There can't be many people who haven't at least heard of *The Beano* – one of the best known comics which probably every person reads at some point in their childhood. Characters come and go, but most of the old favourites still survive. As for those who don't, I'm sure will be fondly remembered by Beano fans – whatever happened to Biffo the Bear?



THE SPECTACULAR SPIDER-MAN ANNUAL

£1.15 YEARLY

No, this isn't one of the hard backed annuals that appear in WH Smith at this time of year, but rather a 64-page full-colour comic starring ol' Spidey in a story entitled *Return To Sender*. The story starts with our web-headed hero taking a few minutes well-earned rest when, suddenly, the peace is shattered by an mysterious energy blast which destroys a nearby building. On investigation he finds the source of the disturbance – two goons in a strange flying contraption chasing a woman down the street, trying to nail her with energy blasts similar to the one which almost punched Spidey's card.

After a brief tussle, Spidey knocks the baddies for six, and catches up with the now hysterical young lady and to his surprise comes face to face with . . . Gwen Stacy (an old flame of Peter Parker's who was killed in an accident long ago). Spider-Man is so stunned by this that he doesn't notice the bad guys are back in action. They blast him with a stun ray and escape, but the young lady has also disappeared. Later that evening Peter is visited by the same lady, but before he can get an explanation from her, another mysterious stranger pops out of thin air, zaps Spidey and grabs the girl.

By now our hero is getting sick of being a target (not surprisingly – Ed), so he grabs hold of the bad guy just as he is teleporting back to his master, the High Evolutionary. Of course the High Evolutionary has numerous guards and they all jump Spidey. But help is at hand when seven young people appear out of thin air, and come to Spidey's aid. But who are these mysterious young people? (CRASH Readers? – Ed) Who is the High Evolutionary? (True believers should already know.) And has Gwen Stacy really come back from the grave? (And should she return there? – Ed) Read the comic and it'll all make sense – promise.

HALO JONES

75p MONTHLY

Published monthly by SQP Inc, *Halo Jones* is a reprint of the *Ballad of Halo Jones Book 3* story first printed in *2000 AD*. Set in the 50th century, Halo has succeeded in escaping from her unhappy life on Earth, and now finds herself enlisted in the army. A decision she will soon regret when she and her platoon is sent to the planet Moab, the most dangerous warzone in the Tarantula Nebula. The comic was written by Alan Moore (the man who bought you the world's most anarchic students; Waldo 'DR' Dobbs and Ernest Errol Quinch) and drawn by Ian Gibson (also known as Q Twerk and Emberton). The result is a bleak, but often humourous insight into one woman's struggle to keep her sanity in the craziness of war.

Also included in the comic is *Sooner Or Later* (again from *2000 AD*) which stars an unemployed youth from Croydon called Michael Swift. His story begins when he's mistakenly transported from the 20th to the 30th century – where wealthy citizens 'save' people from the barbaric past. The mistake is discovered when Mr and Mrs Katsbreath, who wanting a concert pianist called Michael Swift, end up with our reluctant hero. Unfortunately lacking the funds for a return home (because a crumpled giro and two sticks of chewing gum aren't considered legal tender in the 30th century) Swift is forced to wander the streets of Ether City in search of 'The Job'.



THE SAGA OF THE SUB-MARINER

80p MONTHLY

The Saga Of The Sub-Mariner is a twelve-issue limited series from Marvel comics, charting the life and legend of Namor, prince of the eternal realm of Atlantis. The story starts right at the beginning of time, just as the legendary city of Atlantis sinks into the sea. To surface-dwellers (as the Atlanteans call us) the city might seem lost forever. But to a race of amphibious humans the ruin of Atlantis soon becomes a welcome home. In time these amphibians evolve into the race who rebuilt Atlantis to its former glory, and gave birth to perhaps the greatest Atlantean of all: Prince Namor. Marvelites will probably be familiar with the life story of Namor, but the rest of you should take this golden opportunity to explore the undersea world of Atlantis. Compulsive reading.





EAGLE

30p WEEKLY

Featuring one of the archetypal space heroes, Dan Dare, *Eagle* is a weekly dose of mystery and mayhem that has been thrilling children and adults alike since its inception in 1950. Dan Dare himself needs no introduction (he's inspired two computer titles by Virgin Games) but there are other stories here as well. *Computer Warrior*, for example, tells the story of a young boy whose computer games take on a frightening reality while *Kid Cops* has children keeping law and order on Earth – since all the parents are fighting a war on the Moon. Well worth a look in short.

SLAINE THE BESERKER

75p MONTHLY

This is the second SQP Inc title I have included here, and again it features two classic stories from *2000 AD*. The first follows the exploits of Sláine (pronounced Slonya – CRASH English Dictionary) Mac Roth and his merry band who, with the aid of a temporarily friendly Cythron called Oeahoo (pronounced Oh ear hoo, I think – CED), are attempting to enter the Tomb of Grimnismal – the former leader of the evil Cythrons. If Grimnismal is allowed to regenerate, life as we know it will be extinguished. So it's up to Sláine and Co. to enter the maze of traps and dead ends, find the Dark God and kill him before he can destroy the Earth.

Black Hawk is the title of the second story and it also just happens to be the name of the hero. Kidnapped by alien slavers from his life as a Roman Gladiator, Black Hawk now finds himself on the sinister planet Silversun, robbed of his soul by a creature called the Alien Soul Sucker (makes sense – Ed). Now he must retrieve what is rightfully his, or become as cruel and evil as the being that stole it. So, with companions Ursa the Bear, Zog the Dwarf, and Battak the Baskiri (and more than a little help from the BBs), that is exactly what he sets out to do.









USAGI YOJIMBO

£1.30 EIGHT ISSUES PER YEAR

Written by Stan Sakai, and published eight times a year by Fantagraphics Books, the comic chronicles the travels of a Ronin (wandering lordless samurai) Warrior called Usagi Yojimbo. The difference between this warrior and most of the others who run around Japan shouting, and waving their large and lethal swords around, is that the hero of this story bears more than a passing resemblance to Bugs Bunny. Yes, Usagi is a rabbit, but far from merely being a cute little bunny with floppy ears, and a fluffy tail; he is a brave, sword-wielding bunny with floppy ears (etc). On his travels Usagi meets many people and has numerous adventures, but as a Samurai he is honour bound to be humble and help the meek and defenceless, while kicking the stuffing out of the bad guys in the process, of course. So if you like martial arts films, and *Bugs Bunny* (strange combination – Ed), take a look at Usagi Yojimbo, bruddy wonderfurr fun.

BATMAN – THE KILLING JOKE

£1.95 ONE OFF

Finally, to round off what I hope has been an entertaining article, I bring you a 'graphic novel' entitled *Batman – The Killing Joke*. This is one of those glossy, and expensive 'adult' comics which aim for a slightly older audience. Alan Moore is undoubtedly one of the best writers in the field and together with illustrator Brian Bolland, has once again produced a real gem. The plot concerns a clash between Batman and one of his greatest foes, the Joker. Also included is a flashback to how the Joker became such an evil and dangerous criminal. What makes all this particularly interesting is how Moore broadens the tale to implicitly ask generally why anybody turns to evil? According to the Joker anyone would, if subjected to enough horrific pressure. To find out if Batman agrees you'll have to read the graphic novel. The chief attraction, however, is probably Moore's beautifully cinematic fusion of images and dialogue with some superb transitions between scenes.

WELL THAT, UNFORTUNATELY, IS IT. I HOPE THAT I'VE GIVEN YOU SOME IDEAS FOR COMIC READING OVER THE FESTIVE SEASON AND WAY ON INTO THE NEW YEAR.

SEEK AND YE SHALL FIND. SPECIALIST COMIC SHOPS ARE OBVIOUSLY THE PERFECT PLACES (IT IS HERE THAT I FOUND MOST OF THE STATESIDE COMICS MENTIONED). GREAT FUN IS TO BE HAD RUMMAGING THROUGH THE PILES OF COMICS, BOTH OLD AND NEW. BUT DON'T FORGET YOUR FRIENDLY NEIGHBOURHOOD NEWSAGENT, THEY HAVE A LOT TO OFFER AS WELL. BUT WHEREVER YOU GO . . . HAVE FUN

SPLUNDIG VUR THRIGG, EARTHLETS!



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JETMAN
WELCOME TO THE DOMAIN OF THE PARROTMEN! BWAAAK!
TRAITOR! TRAITOR! BIG EARS!
OH!
THE LAST TIME WE MET COST ME AN EYE AND A LEG, SO WHEN THE BROTHERS GET THROUGH WITH YO' LITTLE PAL, WE GOIN TO TURN YO INTO A SKITTLE!
SWINE
DOGS BREATH
PIG!
HRONK
SQUAWK
HAH! HAVING BROKEN AWAY IN MY USUAL DASHING MANNER, I SHALL NOW GO RESCUE FLASH GORDON AND TOGETHER WE SHALL STEAL A SHIP AND ESCAPE...
CHOMF
NOT ME, PAL!
HUP!
HUP-HUP-HUP
HUP! HUP
WHA..?
PIF
...ON THE OTHER HAND MEBBE I GO LOOK FOR A SHIP ON MY OWN!
HUP-HUP-HUP
OO'S A PRETTY BOY THEN?
BUT WAIT..! WHO IS THIS WHO WATCHES FROM AFAR...? IT'S MING THE MORON, THAT'S WHO!
THEY'LL PUT ANYFING ON CHANNEL 4
WHO THE HELL IS THAT?
GO! DISPATCH A SHIP AND BRING THE STRANGE ONE HERE TO ME!
WHA'FOR?
FOR PETE'S SAKE DON'T ARGUE WIV 'IM...
IF HE WANTS A PET LOONY WE'LL GET HIM ONE!
BRAAAAA
YOU'D FINK MING WOULD GET THAT EXHAUST FIXED ...AN' THE STEERING'S A BIT DODGY, TOO...
POK POK
YOU WAIT 'TILL WE HAVE TO LAND IT, MATE...
MO'BIKE?
LAWNMOWER?
MACHINE GUN?
TANK?
WOW! ITSA SPACESHIP! JUS WHAT I NEED! I'LL DASH UP AN' CAPTURE IT AN' PINCH IT AN' GET AWAY AN' ESCAPE AN' GO HOME...
AARGH!
OWYA!
CLUNK
HAN'S UP! GIMME DAT SHIP! I WANT IT! I GOTTA HAVE IT! IT'S MINE! MINE! Y'HEAR?
IT'S SOME GUY CALLED HANS, AN' HE WANT'S MINGS ROCKET SHIP!
WELL DON'T JUST STAND THERE... GIVE HIM IT BEFORE CHANGES HIS MIND!
I'M FREE! FREE!
BRAAAAA
POK-POK-
I'LL BET MY BEST FROCK THAT HE DOSEN'T MAKE IT TO FOUR FLYING THAT THING!
NEKS MOON?

COME ON DOWN, THE PRIZE IS RIGHT!!

CRASH COMPETITION

WIN YOUR OWN GAME SHOW HOST!



THE BOBBY YAZZ SHOW

says come on down to all CRASH readers and get the best competition prizes right here!

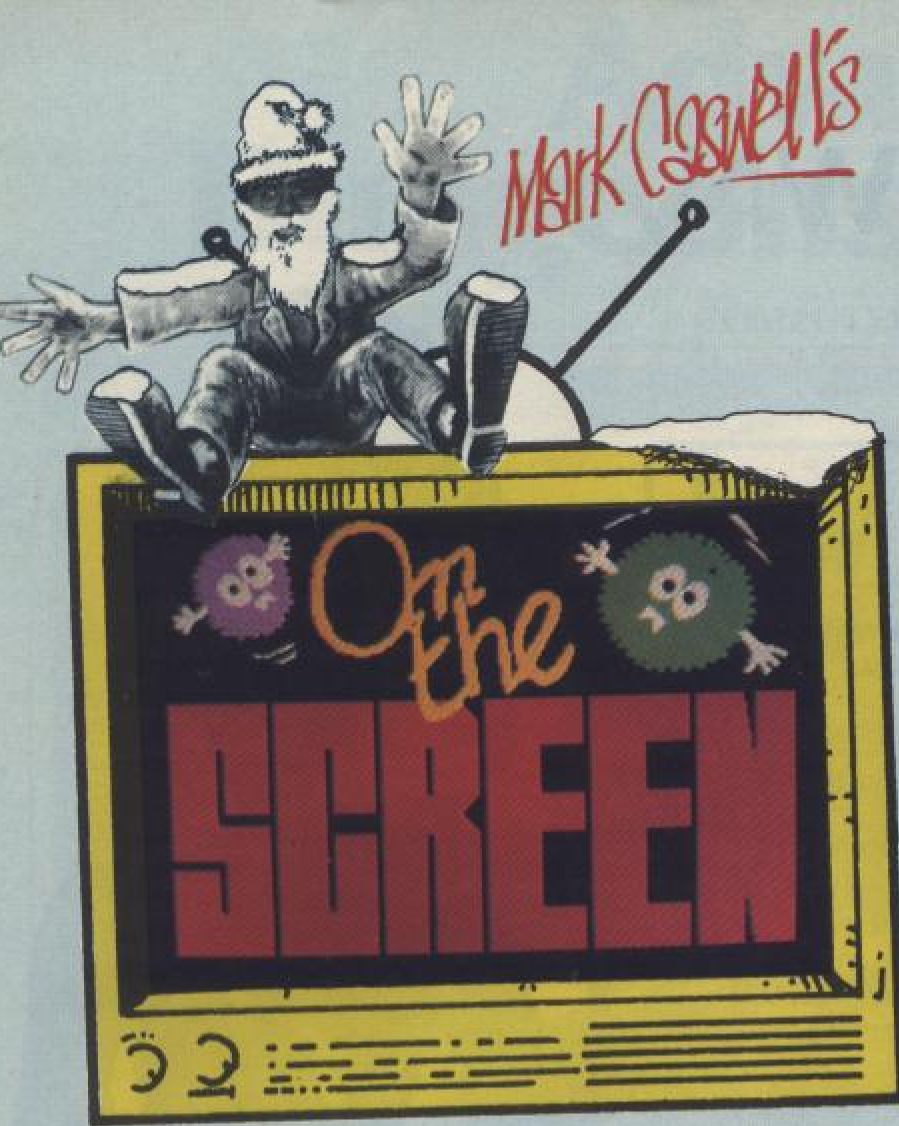
Come on down because the prize is definitely right, or could be if you enter this great **Destiny** competition. *The Bobby Yazz Show* (85%, Issue 57) is the subject of this comp and as you all remember Bobby is your typical game show host. Unfortunately his game show has a fatal, unique feature (bit like Schwarzenegger's *The Running Man* – Ed)–whenever a competitor inevitably fails a round he doesn't just get the *Bobby Yazz* cheque book and pen, the unlucky person is killed!

Well, luckily there was no chance of me risking life and limb when I rang Destiny and asked them for details of prizes, but then they're such a nice bunch of people anyway. (Well, to tell you the truth, Destiny's main man was in hospital, and things were extremely different – GWS Francis!) **First prize** is a strange looking entity called **Mr Game Show** from a company called Rainbow Toys (no relation to Rainbow Arts, so you won't be getting sued or anything like that!). What does it do? Actually this small Leslie Crowther lookalike has an incredible 700 [illegible] vocabulary, enabling him to participate in one of three different quiz games. The figure will also praise you for correct answers and scold – but not kill – you for incorrect ones.

Thirty runners-up will receive a copy of *The Bobby Yazz Show* game. To 'come on down' and possibly win a prize, just answer the [illegible] peasy game show questions below. Then post the answers (on the back of the obligatory postcard etc . . .) to . . . **THE PRIZE IS RIGHT, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB*.** All entries will be perused by the terrible trio of CRASH Judges, and their word, as usual, is final ('final' – CRASH Judges). Remember, entries must reach us by January 1 1989, or else by the time you come on down, we'll of all gone home, ha ha!

1. ***Which game show does Paul Daniels host?***
2. ***This man coined such famous phrases as 'good game, good game' and 'give us a twirl' – who is he?***
3. ***Who says 'come on down'.***
4. ***Which famous consolation prize is won on Blankety Blank?***
5. ***On which show can the contestants win 'big money'?***
6. ***Which TV quiz show is hosted by Michael Barrymore?***

Mark Caswell's On the SCREEN



Well, it's that time of year again. Relatives you hardly ever see descend on your humble abode and stuff themselves with as much food and drink as they can find (people not unlike our Phil and Nick). So just smile sweetly and accept all of those unwanted presents (usually the sweater with four arms and two head holes that Aunt Mable has been giving you for goodness knows how many years).

Yuletide is well and truly upon us, and aren't presents expensive these days? Even a cheapo-car cleaning kit (shouldn't that be cheapo car-cleaning kit? – Ed) for the Ed's Fiesta doesn't leave much change out of a tenner.

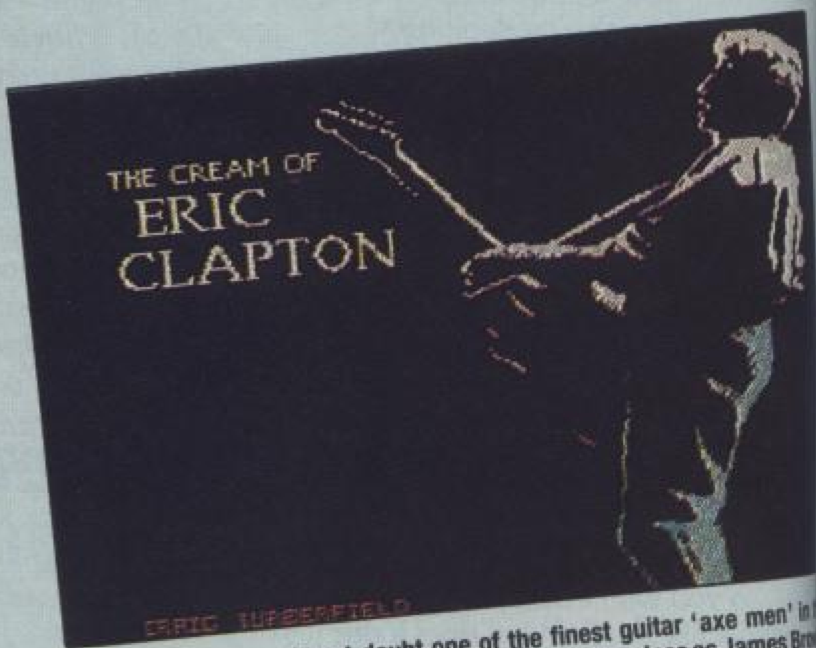
Hands up all those of you who have asked Santa for a computer game for Christmas..? All of you have? Great. What would we do without the software houses to fill out all the wrapping paper bought at Christmas time? Those selfless servants of the public pocket deserve all the support they can get, so make them happy in 1989 – go out and buy their games! (Okay Mark, end of the software industry advert! – Ed.)

Okay, enough joking around, let's get down to business. James Brown is blasting out of the office hi-fi system (Nick's portable cassette/radio), the sun is shining (behind heavy, black clouds) and I've got a stinking cold, so what's new?

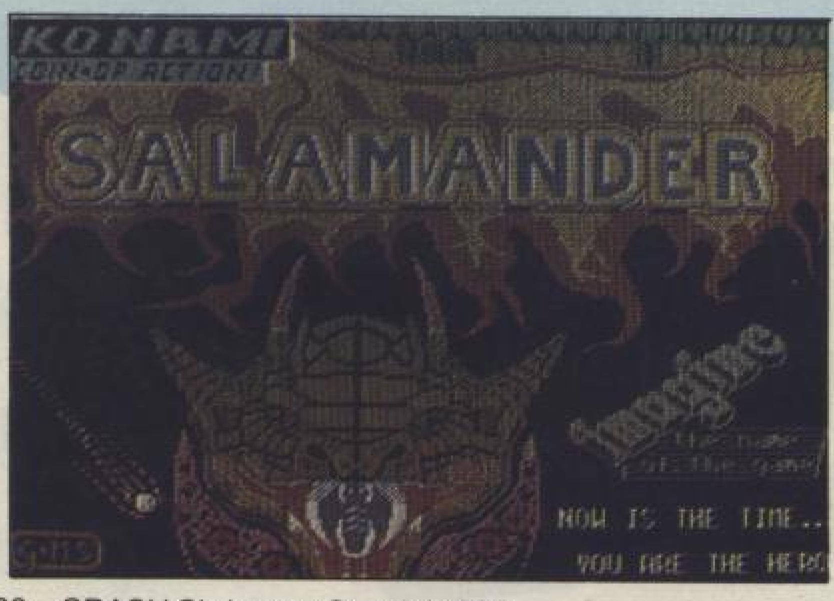
Well, you've sent in lots of nice screen shots, loads more have been liberated from the mountains of strike-delayed mail, and here's a selection . . . Hang on, who's this clanking into the office? It's none other than RoboCop. You won't find any ED 209s in here mate, although we do have an Ed over there . . .



▲ Coo, I's fwightened, it's a nasty monster, Bwah! Actually it's a piccy from a rather spooky (and hilarious – Ed) video release called *Fright Night* (I showed it to the Comps Minion the other day, and we haven't seen him since – that'll stop him sneaking around the office, moaning about the price of this and that, and how badly he's treated). Anyway thanks to my old mate Chris Peil from Bolton for this screen.



▲ Eric Clapton is without doubt one of the finest guitar 'axe men' in the business – although vocally not quite in the same class as James Brown of course. Craig Turberfield from the bardic town of Stratford-upon-Avon sent in this wonderful SCREEN$ of the great man, recreating the cover of the recently-released album.
Thanks Craig.

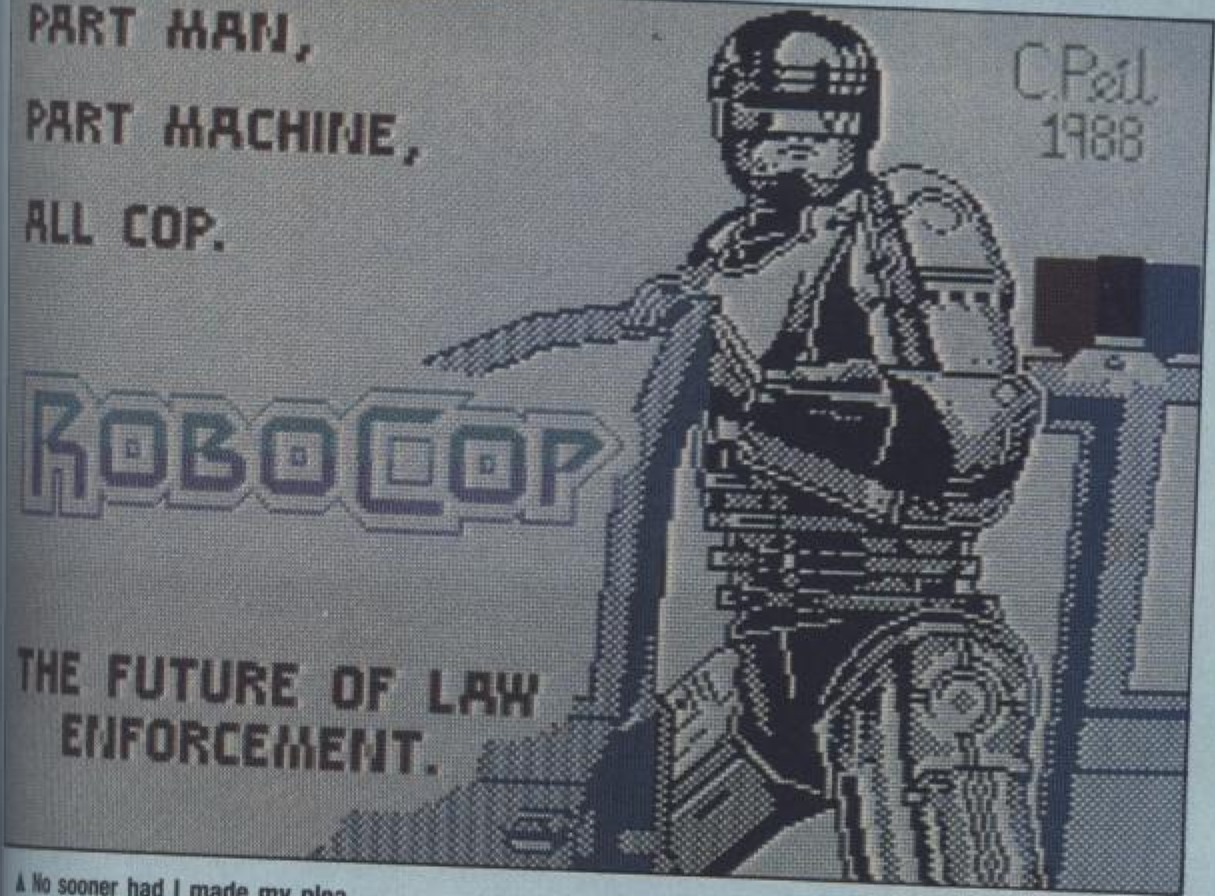


◄ Gavin and Michael Nottingham have here half-inched the cassette cover design for Imagine's *Salamander*, and very good it is too, nice work guys.





▲ Cor blimey, Anthony Henn from Birmingham has gorn and nicked the cover design used on Issue 39, entitled The Evil Emperor. Over the last few months the baddies have been overrunning the office. So let's have some screens of a few heroes please, it's getting unbearable having these evil types causing so much aggro . . .



▲ No sooner had I made my plea for a hero, than with a sound like King Kong breakdancing, the door was blown off its hinges and in through the smoking rubble strode . . . RoboCop, he soon sorted the baddies out. (Apparently we can move back into the office in about three months' time – when the builders have finished.) Thanks to Chris Peil (who else? – Ed) for the picture.

Now, who can we ask to sort out our Phil and Nick..?

▼ Ah, here's just the fella. R S Krom from The Netherlands sums up my feelings precisely. Forget steroids, get yourself bathed in gamma radiation and you'll end up as big and green as this fella (and probably dead too!).



'And now the end is near, so I face the final curtain', yes here it comes, the end of 1988. You just seem to get into your stride, then bang, you're a year older. How has your year been? Mine's been pretty lousy (what with being stuck in hospital for a couple of months earlier in the year). But I'm a lot better now, I won't go into the gory details, they might put you off your Christmas Dinner. But if you insist . . . I had a very complicated operation, something to do with having my wallet surgically removed, as a result of being told it was 'my round' down at the local Pig and Whistle.

I would like to take this opportunity to wish you all a very Merry Christmas, and thank you for sending in your hard work throughout 1988. It's unfortunate that I haven't been able to show off all of your screen shots, but that's showbiz as they say. (No, that's space – Ed.)

Oh, and before I forget, some of you have been sending me black and white SCREEN$s recently, they're all very nice, but the Ed has asked me to ask you – colour shots from now on please. I may let the odd black and white shot through occasionally, but I think you must agree colour does liven up the page, especially as OTS is now printed on whispy white paper.

So keep sending me your OTS entries in 1989, and remember the same rules will apply. Design your wonderful screen(s), pop a cassette or disk containing the said work into an envelope, and please remember to add the SAE if your work is to be returned. (I still get people wanting their cassettes back without sending an SAE. As this is Christmas I may be merciful, but please send an SAE if you want your work back from now on.) There is a £40 worth of software prize for the best, and £10 worth for the rest shown.

So don't sit and fall asleep in front of the TV on Christmas Day! Design a screen and sent it to ME, that's . . . **Mark 'WARHOL' Caswell, On The Screen, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB*.** See you next year . . .



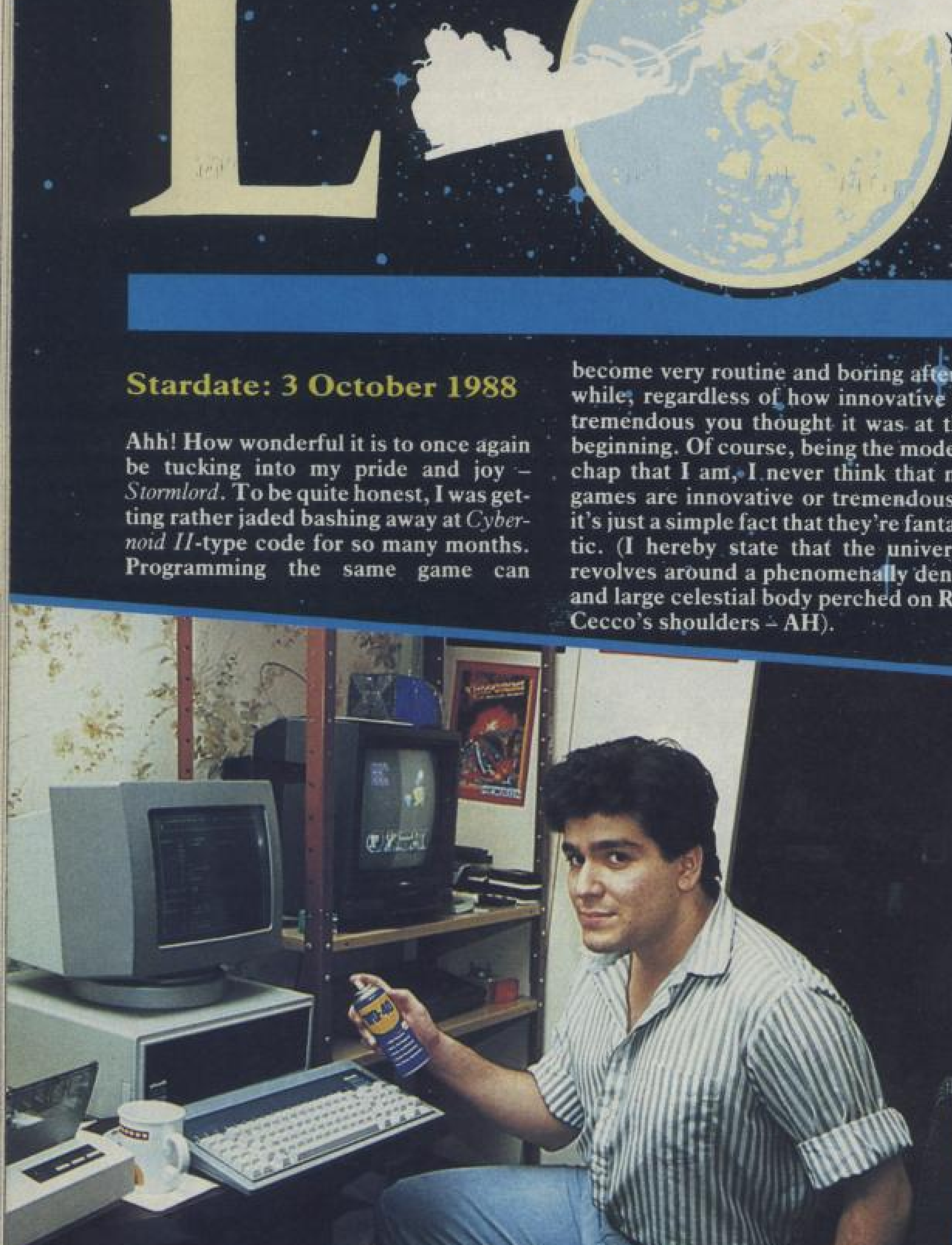


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STRUGGLING ON
After abandoning the ship you capture an ADREC in order to continue advancing on the planet. A dagger is the sole weapon you rely on to fend off the inhabitants. You fight against the enemy troops. You have to steal a weapon. And advance forward, straight ahead. Nothing can detain you.
THE PRISON
You cross swamps, mountains and forests... there are enemies all over. The way to the prison becomes more hazardous the further you advance. You take command of a helicopter, descend into the entrails of the planet, and arrive at the prison. It is heavily guarded. Will you be capable of freeing ARKOS?.
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CECCO'S LOG

Stardate: 3 October 1988

Ahh! How wonderful it is to once again be tucking into my pride and joy – *Stormlord*. To be quite honest, I was getting rather jaded bashing away at *Cybernoid II*-type code for so many months. Programming the same game can become very routine and boring after a while, regardless of how innovative or tremendous you thought it was at the beginning. Of course, being the modest chap that I am, I never think that my games are innovative or tremendous – it's just a simple fact that they're fantastic. (I hereby state that the universe revolves around a phenomenally dense and large celestial body perched on Raf Cecco's shoulders – AH).



► A friend tells Raf the truth. Raf misunderstands and uses anti-perspirant on computer

Stardate: 4 October 1988

Thinking about *Exolon* and *Cybernoid*, I decided that the information panel in *Stormlord* should be a totally different affair from the panels in these games. I have the idea of representing virtually all the information the player of *Stormlord* will require in a graphical, as opposed to numerical, form. At the end of the day it will look a lot more pretty and less boring than my old style panels.

I set about doodling with some panel designs, trying to find a happy medium between graphical appeal and functional legibility. I really get into designing graphics and often find that many a creative hour has passed without me noticing. These days, regretfully, it is becoming the norm for graphics to be drawn by an artist leaving the programmer's time free to concentrate on coding. Oh well, at the end of the day it all adds up to a better game.

6 October 1988

I am informed of a meeting to be held with Paul 'nice guy' Chamberlain (Software Manager) at Hewson HQ on the 19th. Nick Jones (my C64-owning chum) and I will both have to attend. In fact, Nick and I have been paired together so often these days that you'd think we were brothers, despite the fact that I'm infinitely more handsome than he is.

11 October 1988

Nick and I discuss (between numerous renditions of Bohemian Rhapsody by Nick on the piano) possible ways that

the main character in *Stormlord* may fire. In the end I opt for a system whereby the player holds down the fire key to build up energy and then releases the key to throw the projectile. The more energy has been built up, the faster and further the projectile will go. This introduces a nifty element of strategy that I will utilize when planning out the maps.

12 October 1988

More coding up of *Stormlord*'s information panel gets the 'life force' and 'fairy level' (!?!) indicators working. I am very pleased with the way it's looking.

13 October 1988

I visit good friend and fellow programmer, David Perry (who wrote *Savage*) to have a look at his new car (a nifty VW Scirocco 1.8 Turbo). The only problem is that good old David is 6'8" tall, and so has to drive with the sun roof open all the time! (This is actually true, folks!)

14 October 1988

I spend the best part of today re-coding the sprite-handling system in *Stormlord*. I could adopt the old adage of 'if it works then leave it', but feel that the new modifications (that make the routine more flexible) will pay dividends as far as programming time goes in the long run.

18 October 1988

The usual 'last-minute rush' that most programmers know and love is in full operation as I frantically 'bang that code in' ready for the meeting tomorrow. Why is it that my Spectrum *always* starts playing up at times like this? Load 'plastic smashing against desktop' noises, cries of 'work you vicious thing!' (word changed due to decency – Ed) and 'Oh PLEASE!' can be heard emanating throughout the household. You could probably fry bacon on my forehead through these demonstrations of that old saying . . .

'It's a bad workman who smashes his tools to bits and swears a lot'



▶ Raf faints after smelling armpit! Suryani catches falling programmer.



▶ Raf strangling innocent moggie

19 October 1988

After saving my demo for *Stormlord* onto tape at the last minute, I rush to Nick Jones's house thinking that if I zoom along at highly dangerous speeds we'll be in time for the meeting. Nick absolutely insists that he must have a shower before we set off because he, 'feels awful'. (One of these days . . .)

Apart from me being blamed for being late, the meeting with Paul Chamberlain at Hewson proves to be exceptionally unusual. Nick and I are actually slightly praised for our work (but as usual we had to make our own coffee . . .). We discussed the CRASH cover demo of *Stormlord* and decided that a few more days work would make it worthy of your indubitable scrutiny. (Look out for the demo of Raf's latest and greatest game on the next issue of CRASH.) I don't know, you people get such unbelievable value for money from this splendiferous magazine – excellent reviews, competitions, photographs of Corinne Russell and Maria Whittaker, cover tapes and Cecco's Log, but of course!). (Cheers, Raf. I knew that free CRASH T-shirt would have some effect on you! – Ed.) Paul shows me the *Stormlord* packaging artwork and logo. Hmmm . . . Jolly good I reckon, except that the fairy has been de-winged (but then, nobody's perfect, although Andrew Hewson insists that he comes pretty close.)





▶ Raf hard at work again

21 October 1988

Now, I bet you expect me to say; 'for some reason this month's log has to be ended early'.

Well I can't because for some reason this month's log has to be ended early. (Chuckle . . .)

(Before you go, Raf, where's the seductive screen shots of *Stormlord* that you promised last month. – Ed.) (Umm . . . – Raf (leaves in a cloud of dust . . .))

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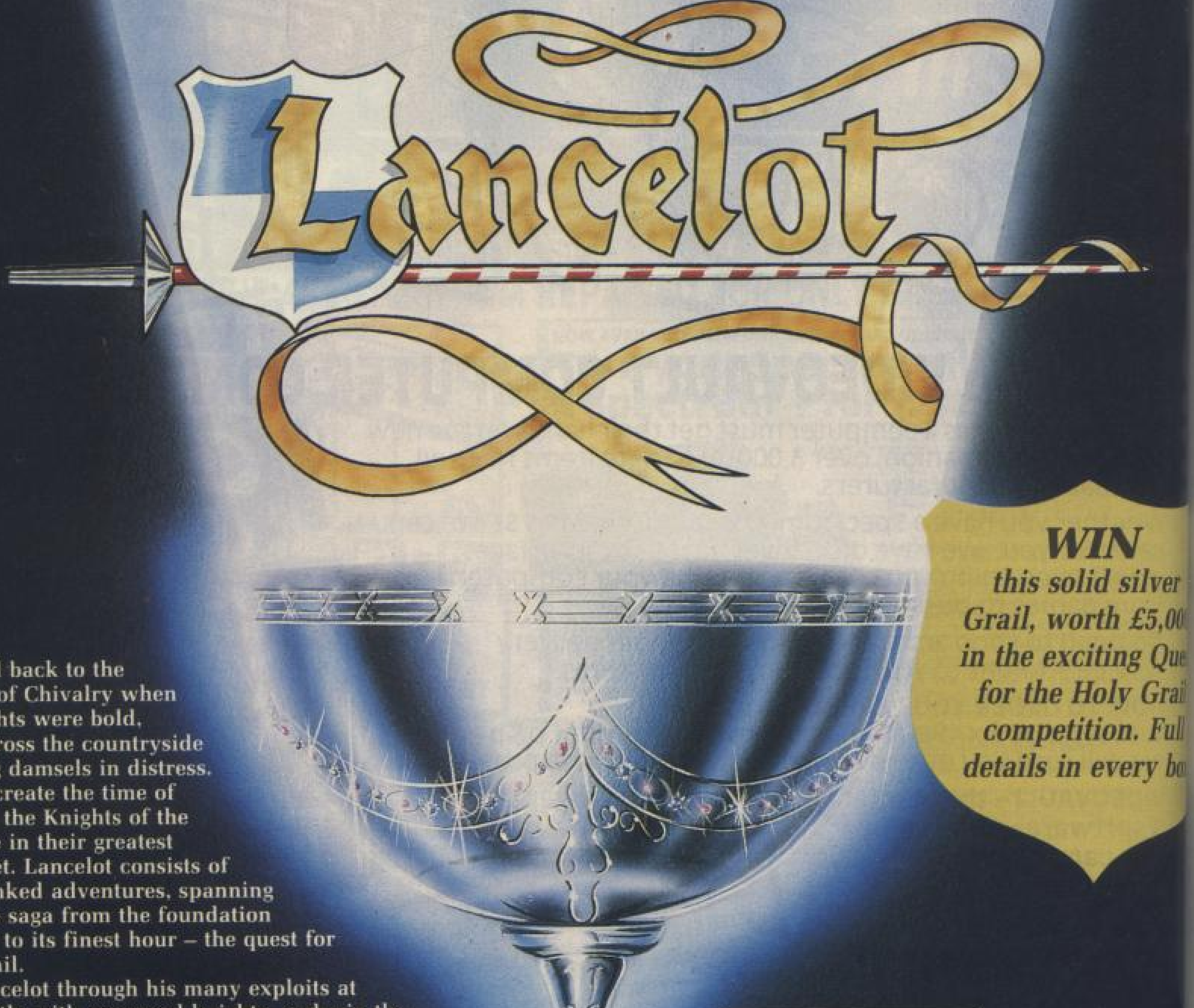
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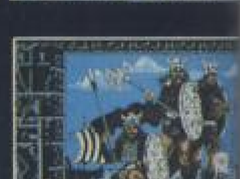
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Screen shots from Atari ST version







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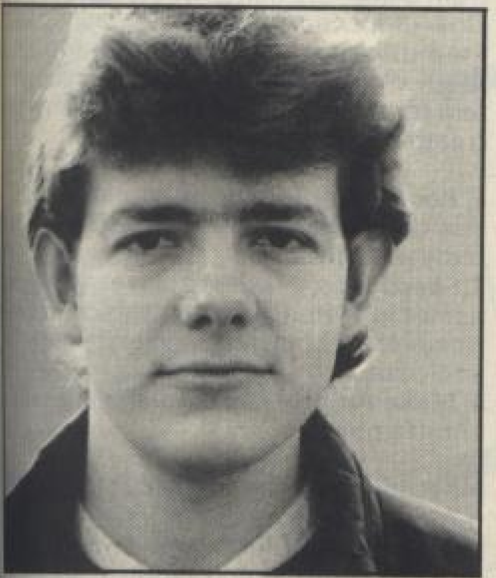
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PROGRAMMERS ON PROGRAMMERS

After publishing our reviewers' 'All Time Greats' in Issue 57 we thought it a good idea to ask some of the Spectrum's best programmers what they thought were the true classics, and which binary maestros they most admired. Asking the questions was fearless PHIL KING, his only conditions; no naming programs or games produced by the programmers' own regular software house. A rule courteously followed by all . . . well almost all.



DOMINIC ROBINSON (Graftgold)
Dominic first came to the attention of Spectrum gamers when he converted Andy Braybrook's C64 classic *Uridium*. A Spectrum version of this horizontally scrolling shoot-'em-up was thought impossible, but Dominic succeeded with a brilliantly playable and very detailed arcade game (90%, Issue 35).

Not content with just one best-selling Spectrum shoot-'em-up, Dominic went on to score another hit with *Zynaps* (91%, Issue 42). His third game, however, took a completely different approach being very puzzlish, released on Hewson's Rack-It label *Anarchy* earned a very respectable 77% in Issue 43.

Unfortunately for us Spectrum owners, Dominic has now moved onto 16-bit machines, aiming to repeat there the success he's had on the Spectrum.

1. **Starstrike** – 'the vector graphics are fast enough to make it a very playable shoot-'em-up.'
2. **Commando** – 'it's just a great shoot-'em-up, brilliantly converted from the coin-op.'
3. **Alien 8** – 'the innovative 3-D technique of Filmation was put to marginally better use than in the earlier *Knight Lore*.'

Most admired programmer: John Phillips (*Impossaball, Nebulus*) – 'his ideas are always original, and he's so competent technically as to be able to implement them well.'

MIKE SINGLETON (Maelstrom)
An ex-schoolteacher Mike began his career writing games with *Space Race* for the Commodore PET – achieving record-breaking sales in 1980 of around 300. Fortunately his next game did a lot better, *Games Pack One* selling 90,000 for the ZX81. After that Mike wrote a variety of games for several machines, while work-



ing for the now-defunct Postern. It was for the newly-launched Beyond label, however, that he made his real breakthrough with a revolutionary 'landscaping' technique. The subsequent game, *Lords Of Midnight*, earned an unbeatable ten out of ten in Issue 7's Adventure Trail. Four years later its classic gameplay keeps it in the CRASH Adventure Chart, along with the sequel *Doomdark's Revenge* (10/10, Issue 13). Unfortunately the next revolutionary technique forced the delay of *Dark Sceptre* until Issue 47 (88%), while the final part of the *Midnight* trilogy seems almost permanently shelved as Mike develops yet more innovations for his own software label; Maelstrom Games.

1. **The Sentinel** – 'the technical problems caused by the panoramic view were turned into a virtue of the gameplay, in terms of the way you must transfer from one robot to another instead of moving.'
2. **Driller** – 'it's technically impressive, although perhaps the jerkiness could have been ironed out, but nevertheless an atmospheric environment is created.'
3. **Nebulus** – 'the revolving towers gave a new twist to what is essentially a platform game; very effective.'

Most admired programmer: Jeff Minter (early Llamasoft games and *Psychedelia*) – 'he's gone off at a tangent from mainstream software to explore new avenues, getting out of the ruts created by cloned programs and ideas.'



RAFFAELE CECCO (Hewson)
Raf's first Spectrum success was with *Equinox* (Issue 30, 87%) which missed being a CRASH Smash by the barest whisker. Over a year later Raf returned with the combative *Exolon* to earn his first CRASH Smash (90%, Issue 43). Deploying even more fire power was *Cybernoid* (96%, Issue 51) which is one of the finest shoot-'em-ups ever to appear on the Spectrum. Suitably impressed CRASH invited him to write the diary of his next project *Stormlord*. Briefly interrupted by the programming of *Cybernoid II* (88%, Issue 57) the game of the diary should be out for Christmas.

1. **Knight Lore** – 'it's just technically brilliant and a great game too.'
2. **Jet Pac** – 'it was very impressive at the time and tremendously addictive.'
3. **Commando** – 'it's got very good scrolling; simply a great shoot-'em-up.'

Most admired programmer: Tim Stamper (Ultimate) – 'Ultimate set new standards in Spectrum software. Theirs were the games which impressed the most – the 'ultimate' programming team!'

ANDY ONIONS AND IAN OLIVER (Realtime)
Along with third Realtime member Graeme Baird, Andy and Ian earned their first CRASH Smash for probably the best *Star Wars* variant available; *Starstrike* (93%, Issue 11). A more original sequel – *Starstrike II* – was an even bigger Smash (96%, Issue 26). Their next big hit was the classic *Starglider* (95%, Issue 36) which improved on the ST original in playability. Currently Andy is just putting the finishing touches to the Spectrum version of *Carrier Command* (originally written on the ST by Ian and Graeme).

1. **Tetris** – 'it's such a simple idea, but so deviously addictive.' ▶

2. **Tau Ceti** – 'the strange 3-D shadowing technique used creates an eerie atmosphere.'
3. **Last Ninja 2** – 'the very detailed artwork is impressive even though it's in monochrome.'

Most admired programmer: Jon Ritman – 'he's very versatile and has tried many different game styles.'



STEVE TURNER (Graftgold) Steve was around in the very early days of Spectrum software with his Hewson trilogy of shoot-'em-ups: *3D Space Wars*, *3D Seiddab Attack* (79%, Issue 3) and *3D Lunattack* (90%, Issue 4). His versatility was subsequently proven by the 'adventure movies' *The Legend Of Avalon* (91%, Issue 10) and *Dragontorc* (92%, Issue 16). He later created the space arcade adventure *Astroclone* (88%, Issue 22), the brilliant isometric 3-D robot game, *Quazatron* (94%, Issue 29) and the *Gauntlet*-inspired *Ranarama* (90%, Issue 38). More recently Steve has programmed yet another CRASH Smash, *Intensity* (91%, Issue 57).

1. **Atic Atac**
2. **The Great Escape**
3. **Starstrike**

'Each marked a step forward in programming techniques but despite this, all are well-designed games in their own right which are very playable.'

Most admired programmer(s): Raffaele Cecco, John Phillips – 'they are making more money than me! Seriously, they have used the machine well to create very playable games.'

DAVE MARSHALL (Digital Integration)

Dave first achieved fame with his amazing flight simulation, *Fighter Pilot* (86%, Issue 2). The game was highly acclaimed as one of the most complex, yet enjoyable games of the day and remains one of the most realistic simulations available on the Spectrum. Dave continued his aerial success with the helicopter simulation, *Tomahawk* (93%, Issue 23). Advertised for ages before it appeared the game actually proved worth the wait, with yet another exceptionally realistic depiction of modern warfare.

1. **Elite** – 'it was very absorbing and kept you glued to screen for hours on end.'
2. **Knight Lore** – 'the innovative Filmation technique was very impressive.'
3. **Mercenary** – 'it's a lot more than just a 3-D shoot-'em-up: a very deep game.'

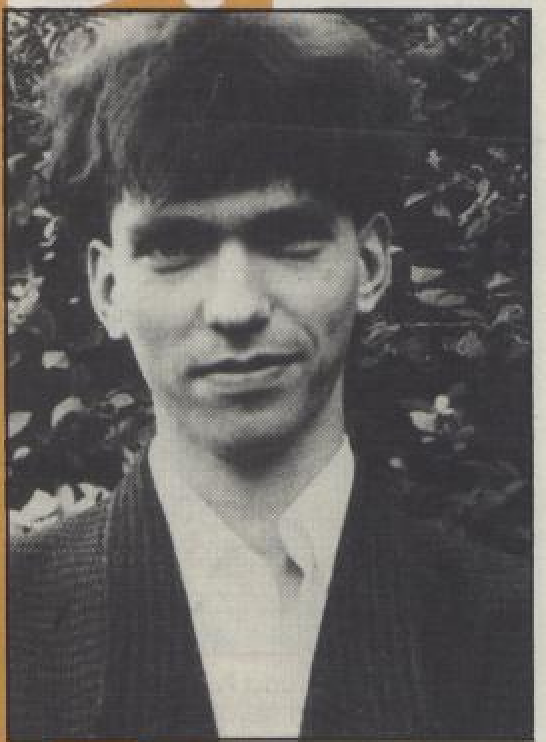
Most admired programmer: 'I can't think of anyone in particular.'

MIKE LAMB (Ocean/Imagine)

Mike's surname may imply gentleness but ironically he is best known for such extremely violent games as that popular beat-'em-up; *Renegade* (89%, Issue 44), the macho military training game; *Combat School* (with Andrew Deakin) (93%, Issue 48) and finally *Target; Renegade* (90%, Issue 52). He is aiming to continue this blood-soaked record with the soon-to-be-released *Rambo III*.

1. **Galaxians** (Artic) – 'it was written by my friend's brother and was one of the first quality Spectrum games.'
2. **Enduro Racer** – 'I like racing games and this is one of the best of the genre.'
3. **Bubble Bobble** – 'it's simply a very playable game.'

Most admired programmer(s): William Wray (*Galaxians*), Jonathan Smith, the Ultimate team – 'they're all very competent.'

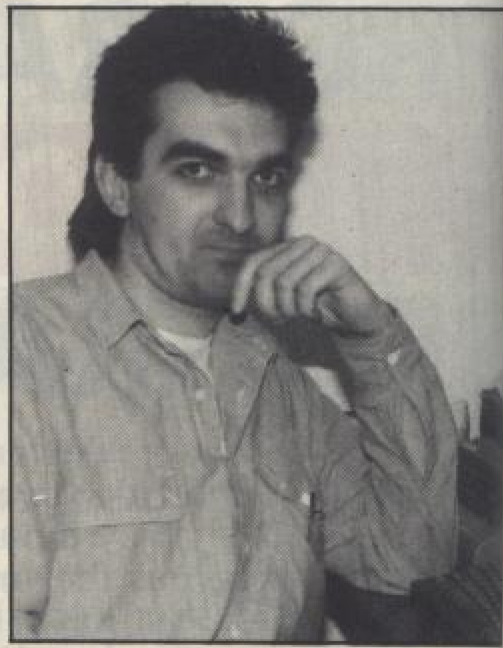


JOHN PHILLIPS (Hewson)

John is best known for his innovative 'rotating tower' game, *Nebulus* (85%, Issue 47). He also programmed the earlier ball-bouncing *Impossaball* (89%, Issue 37). Unfortunately John, like Dominic, has now defected to the 16-bit machines but its unlikely we've really seen the last of his ideas since his ST smash *Eliminator* is now being converted to the Spectrum.

1. **Mercenary** – 'it's one of the few wire-frame games which works really well.'
2. **Knight Lore** – 'the isometric 3-D technique was so impressive.'
3. **Tau Ceti** – 'an interesting 3-D technique, plus involving gameplay.'

Most admired programmer(s): the Ultimate team, Steve Turner and C64 programmer Paul Woakes (creator of *Mercenary*) – 'you never really know how 3-D games are going to turn out, but he always seems to get it right.'



SEAN CONRAN (Vektor Grafix)

Ace sound and graphics man Sean achieved instant success with his first Spectrum game, the militaristic Smash, *19 Part One – Boot Camp* (he did the graphics AND the music – not Rob Hubbard). Sean is currently working on a sound and music system for all formats and his ambition is to create a complete game by himself.

1. **Booty** – 'although the graphics aren't very good, the game itself is just tremendously addictive.'
2. **Spectipede** – 'I used to play early arcade games in the pub and this version of *Centipede* is very playable and extremely addictive.'
3. **Make-A-Chip** (Psion) – 'I found it very entertaining.'

Most admired programmer: John Pickford (formerly of Binary Design) – 'his programs such as *Zub* and *Amaurote* always have nice little touches and excellent presentation.'



PETE COOKE (Firebird)

The name of Pete Cooke is synonymous with original, complex 3-D space games such as the atmospheric *Tau Ceti* (94%, Issue 23) and the superb sequel, *Academy* (92%, Issue 36). Later, he created an innovative 3-D version of *Pong*, the strangely titled *Room 10* (62%, Issue 35

More recently Pete programmed the intriguing Smash, *Earthlight* (90%, Issue 53).

1. The Sentinel – 'it's a truly astonishing game with a wonderful panoramic 3-D view.'
2. Highway Encounter – 'it was excellently implemented and not so tough as to be impossible, but pitched at just the right level of difficulty.'
3. Fighter Pilot – 'a very good flight sim and by far the best in its day; ahead of its time.'
Most admired programmer: Costa Panayi (*TLL, Highway Encounter*) – 'he has an instantly recognisable style and the content of his games is also distinctive.'

CHRIS ANDREW (Incentive)
Chris is best known for his work with Major Developments in creating the recent solid 3-D, Freescape games *Driller* (97%, Issue 47) and *Dark Side* (95%, Issue 54). The Freescape graphics system, which took over 14 months to create, is also being used for *Total Eclipse* (as seen on last month's demo cassette).

1. The Sentinel – 'a very original concept and an innovative 3-D technique. It was an accomplishment to fit it all into the Spectrum.'
2. Lunar Jetman – 'I used to play it a great deal; very addictive.'
3. Knight Lore – 'The Filmation 3-D technique was extremely impressive and way ahead of its time.'
Most admired programmer: the Ultimate team – 'they raised the quality of Spectrum games and made other programmers sit up and take notice.'

JULIAN GOLLOP (Target Games)
Julian's futuristic strategy game *Rebelstar Raiders* achieved cult status, but a revised version, released on the Firebird Silver (now Silverbird) earned a well-deserved CRASH Smash – *Rebel Star* (93%, Issue 31). His latest release – *Laser Squad* – took many months of hard work and is reviewed in this issue's Frontline section. The game is available from Target Games which is Julian's own company, for which he is currently working on expansion modules.

1. Lords Of Midnight – 'it's very atmospheric and totally original'
2. Vulcan – 'it's just a great strategy game.'
3. The Rats – 'it has a tremendous amount of atmosphere.'

Most admired programmer: R T Smith (*Vulcan, Arnhem*) – 'all his games are very well designed and also well programmed.'

MEL CROUCHER (Anyone who pays enough)
Well what can be said about the mysterious Mel? He was around in the pioneering days of Spectrum software as co-founder (with Christian Penfold) of Automata, and conceived many innovative games such as *Deus Ex Machina* (complete with synchronised sound track! – unrated in Issue 10), *My Name Is Uncle Groucho, You Win A Fat Cigar* and *PiMania* which achieved a cult following. After leaving Automata (on April Fool's Day!) in 1985, he instigated equally innovative projects at CRL, including the intriguing *ID* in which an alien lifeform, with a realistic personality, took up residence in the computer. Now, of



course, Mel is a freelance writer – his Monitor articles are currently running in alternate issues of CRASH.

1. Deus Ex Machina
2. My Name Is Uncle Groucho You Win A Fat Cigar
3. PiMania
'They are all just brilliant!'
Other people's games: 'I hate them all!'
Most admired programmer: Augusta Ada Byron – 'she wrote the first ever book about computer programs in 1843, at the age of 28. She died age 36 from consumption, but she was dead right about computers!' (?)

DAVID LEITCH (Binary Design)
David has recently completed the soccer management game, *Professional Football* (reviewed in this issue) for CRL. He's currently working with the Binary Design team on the Spectrum version of the oriental beat-'em-up coin-op, *Double Dragon*, for Melbourne House.

1. 3-D Ant Attack – 'it was great at the time; a nice idea well executed with plenty of atmosphere.'
2. Match Day II – 'one of the most playable games on the Spectrum, a lot of thought went into the gameplay.'
3. Jet Pac – 'astounding at the time and more playable than later Ultimate games.'

Most admired programmer: John Pickford – 'my predecessor at Binary Design: he wrote the technically excellent *Amaurote* and the very playable *Zub*.'

CHRISTIAN URQUHART (Cybadyne)
Another 'veteran' Spectrum programmer, Christian produced many early games including *Hunchback* (66%, Issue 2), the perennially popular *Daley Thompson's Decathlon* (82%, Issue 10), *Robot Messiah* (for his own label, Alphabatim – 72%, Issue 24) and more recently for Destiny Software, *The Bobby Yazz Show* (85%, Issue 57).

1. Atic Atac
2. Cybernoid
3. Knight Lore
'They've all got plenty of game content.'

Most admired programmer: Mike Singleton – 'he lives just down the road!'



JON RITMAN
Best known for the classic football game *Match Day* (86%, Issue 13) and *Match Day II* (91%, Issue 48) Jon has also created (with graphics man Bernie Drummond) some great isometric 3-D arcade adventures like *Batman* and *Head Over Heels*. He's now working on a football arcade game for Rare (formerly Ultimate).

1. Xeno – 'it's an awful one player game but great for two players.'
2. Knight Lore – 'I loved it at first sight and wanted to explore the whole play area.'
3. Underwurlde – 'it drove me up the wall, I just couldn't stop playing.'

Most admired programmer: Chris Stamper – 'over the years Ultimate have produced the most amazing games.'

MIKE FOLLIN (Software Creations)
Mike's first Spectrum game was the 3-D shoot-'em-up for Insight, *Vectron* (92%, Issue 24). He also programmed the Spectrum version of *The Sentinel* (97%, Issue 40), and the excellent coin-op conversion *Bubble Bobble* (90%, Issue 45) and *Bionic Commando* (92%, Issue 53). Mike is currently working on the Spectrum version of the new GO!/Capcom racing game, *LED Storm*.

1. Knight Lore – 'the great 3-D graphics create a good atmosphere.'
2. Code Name Mat – 'it's just a great first person space game; I used to play it a lot.'
3. Pentagram – 'well it's just *Knight Lore*

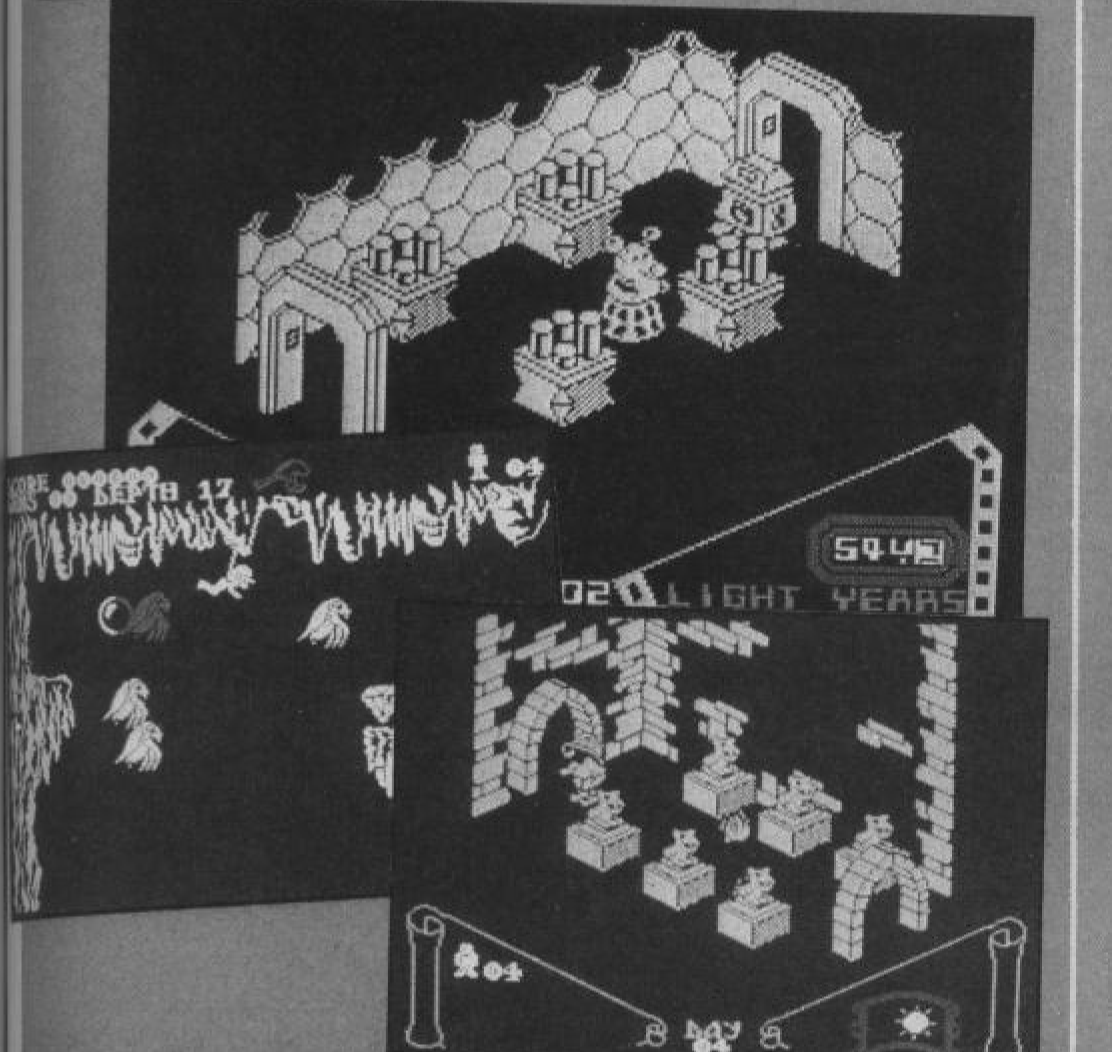
THE OVERALL WINNERS

Chris and Tim Stamper (Rare, Ultimate)

Well, what can be said about Ultimate: Play The Game that hasn't been said already. In their day, which stretched from *Jetpac* (1983) to *Pentagram* (1986), they were undoubtedly the finest software house around. Their refusal to give interviews, the superb packaging and their brilliant games created a mystique which has yet to be replicated. Moreover, virtually all their games were excellent, some established game types of today find their roots in one or other of the Ultimate games. *Atic Atac* for example was probably the first arcade-adventure, while the influence of *Knight Lore*'s isometric Filmation 3–D remains powerful even today. Ultimate always emphasised attention to detail and playability making *Ultimate: The Collected Works* an essential purchase more than three years after the last of the games were written. Games such as *Pssst*, *Sabre Wulf*, *Underwurlde* and *Gunfright* still captivate. All the more reason to mourn, then, the passing of this great software house into Spectrum history. Today the Stamper brothers head Rare, a company formed two years ago to work on Nintendo games and original coin-ops. Here's what the programmers remember when they look back into the history of the Spectrum.

1. 3-D Combat Zone – 'this early Jon Ritman game, featured the first real attempt at true 3-D on the Spectrum and was very impressive at the time.'
2. The Hobbit – 'simply one of those games which we played for absolutely ages.'
3. 3-D Ant Attack – 'yet another truly impressive 3-D game, using the innovative 'Softsolid' 3-D technique.

Most admired programmer: Jon Ritman (now working for Rare!) – 'he's been around a long time (no offence meant!) and has produced some of the most playable games on the Spectrum.'



On being voted the best programmers, plus having their game *Knight Lore* voted best game: 'We're absolutely delighted; we are a group of individuals who just love games and the software industry. What started as a hobby is now our job and to get paid for what we enjoy doing is great. Even now we still love to play games and take great delight in seeing our products develop.'

with firing really, but being a fan of the former, this appeals to me greatly.'

Most admired programmer: Jonathan Smith – 'he's so competent technically.'

DONALD CAMPBELL (Tiertex)

Donald is known for his work for Tiertex (which he co-founded with John Prince just over a year ago) on coin-op conversions such as *Street Fighter* (69%, Issue 53) and *720°*. Tiertex also programmed the original *Rolling Thunder* (47%, Issue 50). Donald is now working with the rest of the Tiertex team on *Thunder Blade*.

1. 3-D Deathchase – 'it's one of the most exhilarating, fast-moving games ever on the Spectrum.'
2. The Sentinel – 'it's excellently implemented with so much depth.'
3. Head Over Heels – 'as well as being graphically excellent, it's got plenty of intriguing content.

Most admired programmer: Jon Ritman – 'whether it's football games or isometric arcade adventures, all his stuff is very well thought out and technically competent.

ANDREW DEAKIN (Ocean/Imagine)

Andrew has previously worked on the Spectrum version of *Combat School* (with Mike Lamb) and finished the conversion of Taito's popular *Operation Wolf* (Smashed in this issue) months ago. Since then he has been concentrating on another Ocean game-of-the-film, *Rambo III*.

1. Cobra – 'it's got so much playability and great scrolling.'
2. Knight Lore – 'when I first saw it I just couldn't believe it.'
3. Lightforce – 'it's simply the best shoot-'em-up ever done on the Spectrum.'

Most admired programmer: Jonathan Smith (currently working on the second *Batman* game – demoed on the next issue of CRASH) 'he's consistently produced playable games with excellent scrolling.'

TOP 5 GAMES

1. KNIGHT LORE
2. THE SENTINEL
3. ATIC ATAC
4. MERCENARY
5. 3-D ANT ATTACK

TOP 5 PROGRAMMERS

1. THE ULTIMATE TEAM
2. JON RITMAN
3. JONATHAN SMITH
4. JOHN PICKFORD
5. JOHN PHILLIPS

. . . and not a coin-op, film or TV licence in sight!

FRNTLINE

with Philippa Irving

LASER SQUAD

Producer: Target Games
Author: Julian Gollop
Price: £9.95

Far back in the mists of time Julian Gollop wrote a superb strategy game called *Rebelstar Raiders*. Published by a small company it remained fairly obscure until Firebird released it on budget as *Rebelstar*. Now the game has resurfaced as the centrepiece of Gollop's new software house – Target Games. Updated and thoroughly redesigned as *Laser Squad* the obvious question is, has Gollop produced another classic?

First impressions are sadly disappointing due to lack of background detail. The Laser Squad of the title seem to be a freelance rebel sharpshooting team, here involved in three scenarios simulating individual combat for one or two players. It's a pity more work wasn't put into characterizing the squad members as this would obviously add to the atmosphere. Another drawback is that some of features described in the manual aren't used by the scenarios included, but are instead promised for expansion kits. In my experience expansion kits are almost invariably exercises in wishful thinking on the part of the software house.

Nevertheless the game seems well equipped for such kits, with the scenarios provided being loaded individually after the main program. The scenarios are The Assassins, Moonbase Assault and Rescue From The Mines. The first scenario is the smallest and shortest, and is the one that most players will begin with. But not necessarily the easiest.

In each scenario the player controls a team of six or so individual units. Each trooper has his own set of characteristics which, although not listed in the rulebook, can be examined once into the game itself. A pool of credits is available to be spent equipping each trooper.

Equipment includes four types of armour, offering varying protection for the front, back and sides at a proportionately greater cost – obviously reducing credit points for weaponry. In practice I found that even level four armour offers scant resistance to the enemy lasers, with troopers almost always perishing after a second hit.

Economizing on armour leaves more money for the far more interesting, and effective task of weapons selection. Included here are a rocket launcher, dagger, grenade, explosive and six different types of gun. The characteristics of each type of weapon are set out in a rulebook table complex enough to be bewildering. In addition to the predictable damage factor, weapons have a different percentage chance of hitting the target at a distance and at close combat, a weight (and therefore an encumbrance value), and a skill factor to determine how well an inexperienced user will handle it. The weapons vary in cost too, in rough proportion to their firepower – but this should by no means be the only consideration when matching weapons with individual. For example someone with a high firing skill could make excellent use of a sniper rifle, whereas a novice is probably better off with a costly heavy laser. The most deadly weapon on the list is the explosive, closely followed by the rocket launcher.

Having suitably kitted out your squad you can the deploy them via some nicely presented, idiot-proof selection screens. Ingame graphics are similarly attractive, complete with building, trees and so on. These are shown in a kind of squashed overhead view 3-D which scrolls a character block at a time. A panel beside this main display identifies everything under the cursor in case there should be any doubt about it. 'Scanner screen' – 'potted plant' – 'comfy chair' – even 'loo'. These items are merely for decoration, and occasionally for blowing up. It would add an arcade adventure element to the game if the player's units could interact with the landscape in some more positive way.

The player can deploy his six(ish) units on a selection of squares specified by the computer. Although a fairly wide area is offered it invariably makes sense to station the men as near to the entrance of the target building as possible.

In the first scenario, The Assassins, this is the private home of a mad scientist, Sterner Regnix, who has been treating his research team to mind-manipulating drugs in an effort to make them work better. The Laser Squad, supposedly a group of ex-employees, have taken it upon themselves to stop this by assassinating the mad scientist. The player's task is to use his units to do this, first finding Sterner and disposing of any robotic bodyguards encountered on the way.

Play is menu-driven, with a series of options available in different modes. From an uncommitted map position the player can call up a strategic version of the map, which shows the whole landscape in diagrammatic form and the position of friendly and visible enemy units. This facility becomes very useful in the later, larger scenarios, when it is quite difficult to keep track of the branching corridors.

Units can be selected in turn, triggering another menu. (This is where, for the first time, the player has



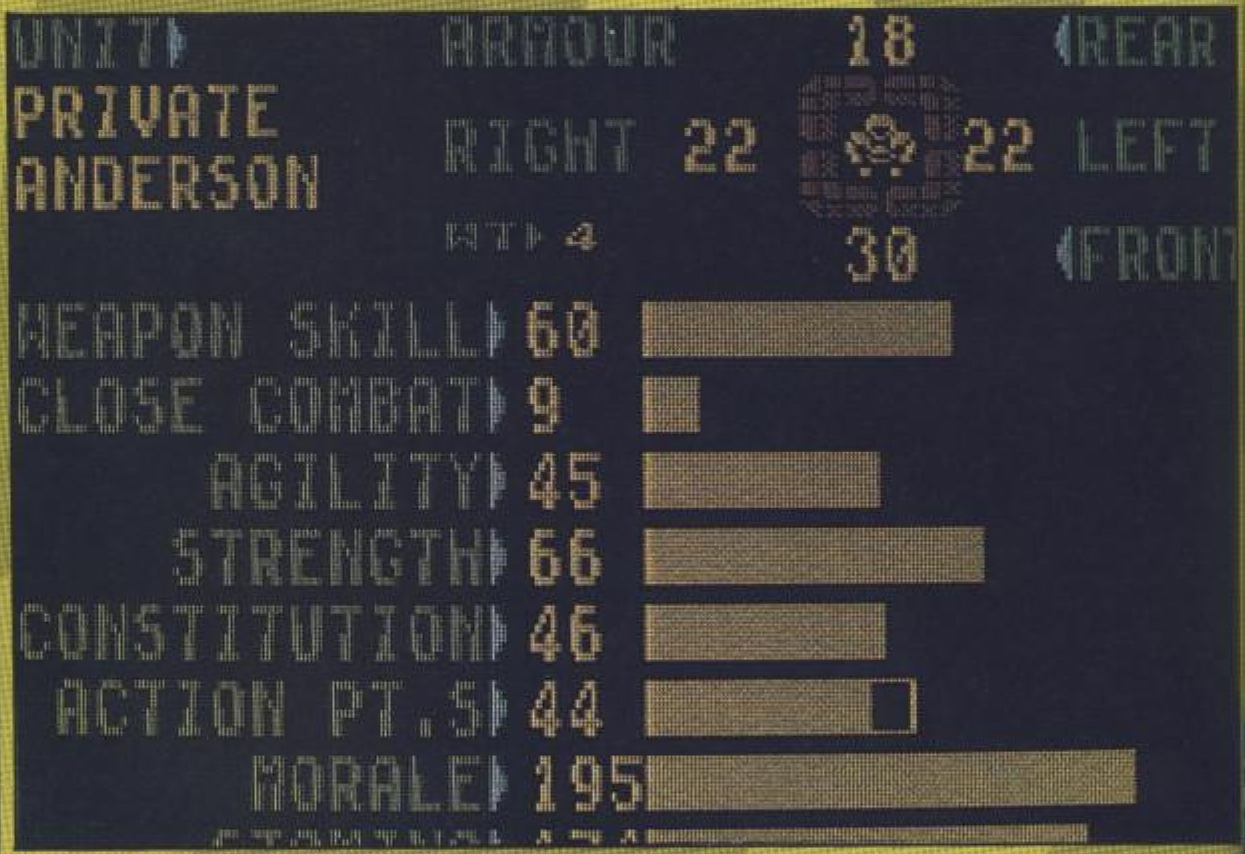
▲ Deploying your troops at the game's start

▶

the opportunity to examine the individual characteristics of the men.) Some, like weapon skill, are constant. Others, like morale and stamina, decrease with time and circumstance.

Every action a unit performs, whether moving, opening a door or firing a weapon, uses up action points. How many depends on the type of action, and also how much weight the trooper is burdened with. In fact, even turning to face in another direction costs an AP, and it is irritatingly easy to waste points by spinning around in the wrong direction. Unfortunately there's no facility to take back such moves. When the unit is facing the right direction, it can be moved forward in a reasonably simple manner. Closed doors have to be opened – occasionally, they have to be unlocked. In the case of the third scenario, Rescue From The Mines, they have to be blasted away with a rocket launcher.

Nothing exciting happens until a unit runs into the line-of-sight of an enemy, and by the time this happens it is often too low in action points to fire. This system tends to put the attacker at an inherent disadvantage – which is my excuse for getting massacred with wearisome consistency on the easiest level.

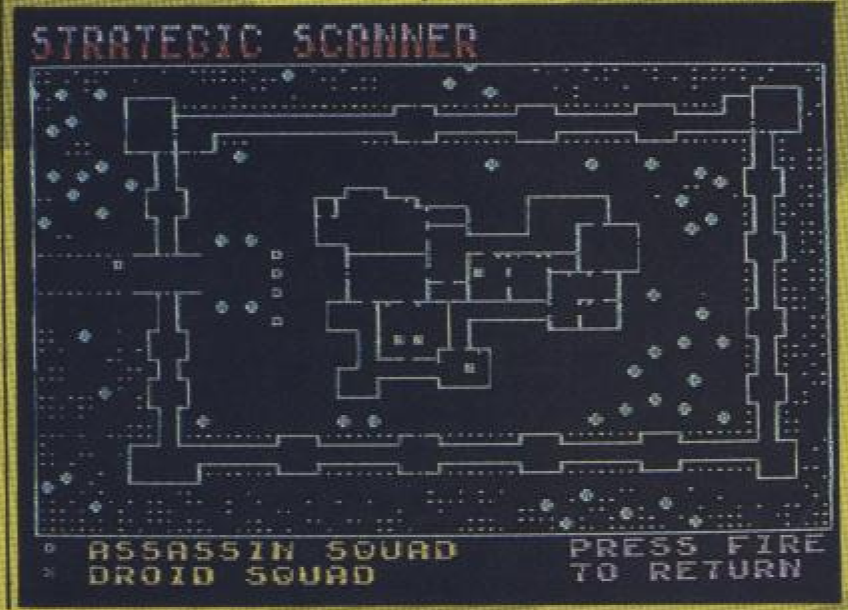


▲ Private Anderson's privacy being violated before the world

Combat is elaborate but slick. Most fighting is done long-range. Depending on the weapon, a unit can choose between three types of fire – auto, snap-shot and aim – and can even use the weapon as a missile. Autofire is inaccurate and therefore generally ineffective, but it doesn't cost many action points. Aim fire has a far greater chance of hitting its target, but it takes precious time. Such firepower can be aimed at anything, including walls, doors and items of furniture. The results can be spectacular. In the second scenario, one corridor was blocked by a gas canister. I fired at it and duly destroyed it. Unfortunately, the firing unit was standing too close, and the explosion blew up everything within a medium radius.

This is all made visually exciting by flashing fire-beams, colourful explosions and crumpled pieces of scenery when the beam goes wide of its intended target. It is satisfying to watch, but in my case the outcome was all too often settled by a couple of shots by a robot sprung from hiding.

The second scenario, Moonbase Assault, presents the player with a





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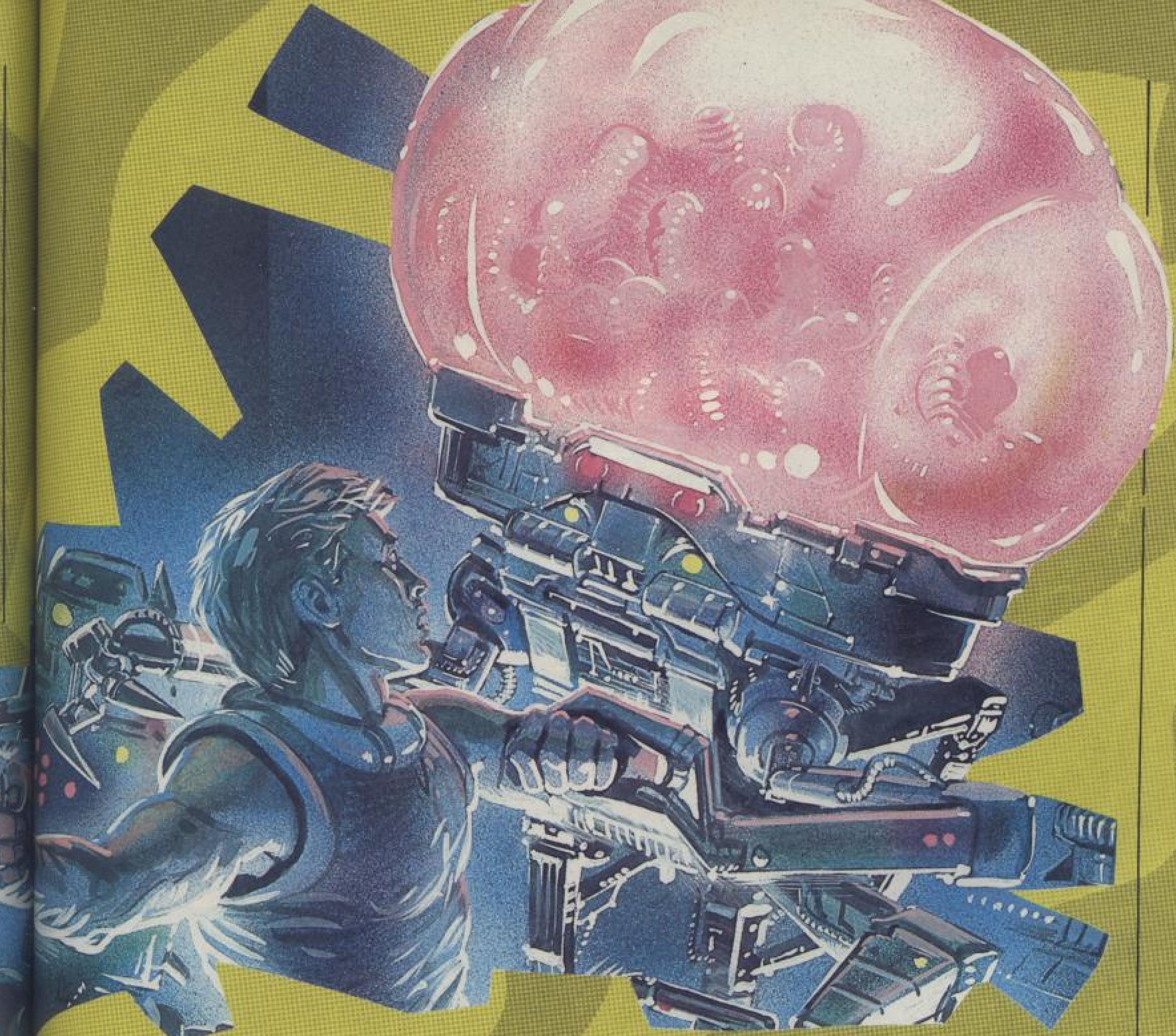


Encouraged by the way that people continue to write to Forum, despite the occasional non-appearance of Frontline recently, PHILIPPA IRVING says 'Keep it up!'. She's running low on hints and strategies, so some more of your wisdom and experience would be useful – plus a few hints and tips, of course!

Dear Philippa
May I add my voice to that of Simon Deans (Issue 55) and say that I look forward to reading Frontline (it is the main reason I buy CRASH). Please maintain Frontline's presence. Roundups of previous games could be the one way to do it, and be very useful as well.

I must declare my preference for games where the player has complete control of the force, rather than relying on 'luck' and 'discretionary attacks'. Such games as *Falklands* (33%, Issue 27) and *Annals of Rome* (85%, Issue 38) for instance. With *Falklands*, the challenge is not so much to win, but to win without losing a load unit (Mirages permitting). It is an easy game, even at Level Five, when adopting the best tactics – use all the air and sea strikes going, before the hand-to-hand fighting. But at least there's the tactical element of being able to withdraw a unit before destruction.

Annals of Rome is excellent. Afraid I missed your review – which issue? (*85%, Issue 38 – Ed.*) The struggle to establish Rome at first is well balanced (dontcha just hate the Macedonians?). Once past that point the whole scope of the game, and the potential for enemy action, is what makes it so good. Once set up, I played for a solid 12 hours, and still didn't reach the year 0AD. With another 80% plus still to do, what more can you ask? So what if it's mainly numbers, but



more elaborate map, a larger team, and a greater number of opponents to destroy. Rescue from the Mines has a different flavour, for the releasing three prisoners from their cells in a labyrinthine mine complex and escaping with them to the lift shaft rather than killing the enemy.

The rulebook explains the basics of play well, then goes into full details about the workings of the games system. It's a pity there isn't any attempt to link the scenarios together with a more detailed background, but maybe you could write your own.

After a few turns of practice, play is swift and smooth. The menu system works very well. There is a one- or two-player option, though no choice of sides in the one-player version, and the three scenarios offer several levels of play and a sufficient variety of setting and tactics to be genuinely worthwhile. The original concept of *Rebelstar* was elegant and addictive, and *Laser Squad* takes it much further without losing any of its playability. Definitely recommended.

Presentation **90%**
A well thought-out orders system makes play fast without sacrificing complexity

Graphics **87%**
Attractive, with imaginative use of 'special effects' in the combat sequences

Rules **80%**
Containing all the statistical information about the game that a player could want, but lacking in atmospheric material

Playability **91%**
Addictive and challenging

OVERALL **89%**
An excellent expansion of a classic

being able to choose and assign leaders makes it come alive.

Regarding roundups of previous games, as in Issue 54, I think they're very useful. But why wasn't there any mention of *Gallipoli*, *World War I* and *Zulu*? So a list of games available, with CRASH issue number of review, marks awarded, and a few pros and cons would be welcome.

Would it be possible to expand to simulations? They too deal with reality and the armed forces.

Ian Fletcher, London W4 1ER

I have heard tell of sundry mythical folk who have actually 'completed' Annals of Rome, *advancing the date to the present century and beyond. Apparently one of the secrets is to move the capital out of Rome, at least eventually. Or am I wrong about this?*

Retrospectives have to be limited to games I have actually played at some point, if not reviewed; otherwise, I tend to feel it's cheating to comment upon something on the strength of someone else's write-up. That's why these articles have been noticeably selective. But a factual list of all the war and strategy games ever reviewed by CRASH is an excellent idea.

PI

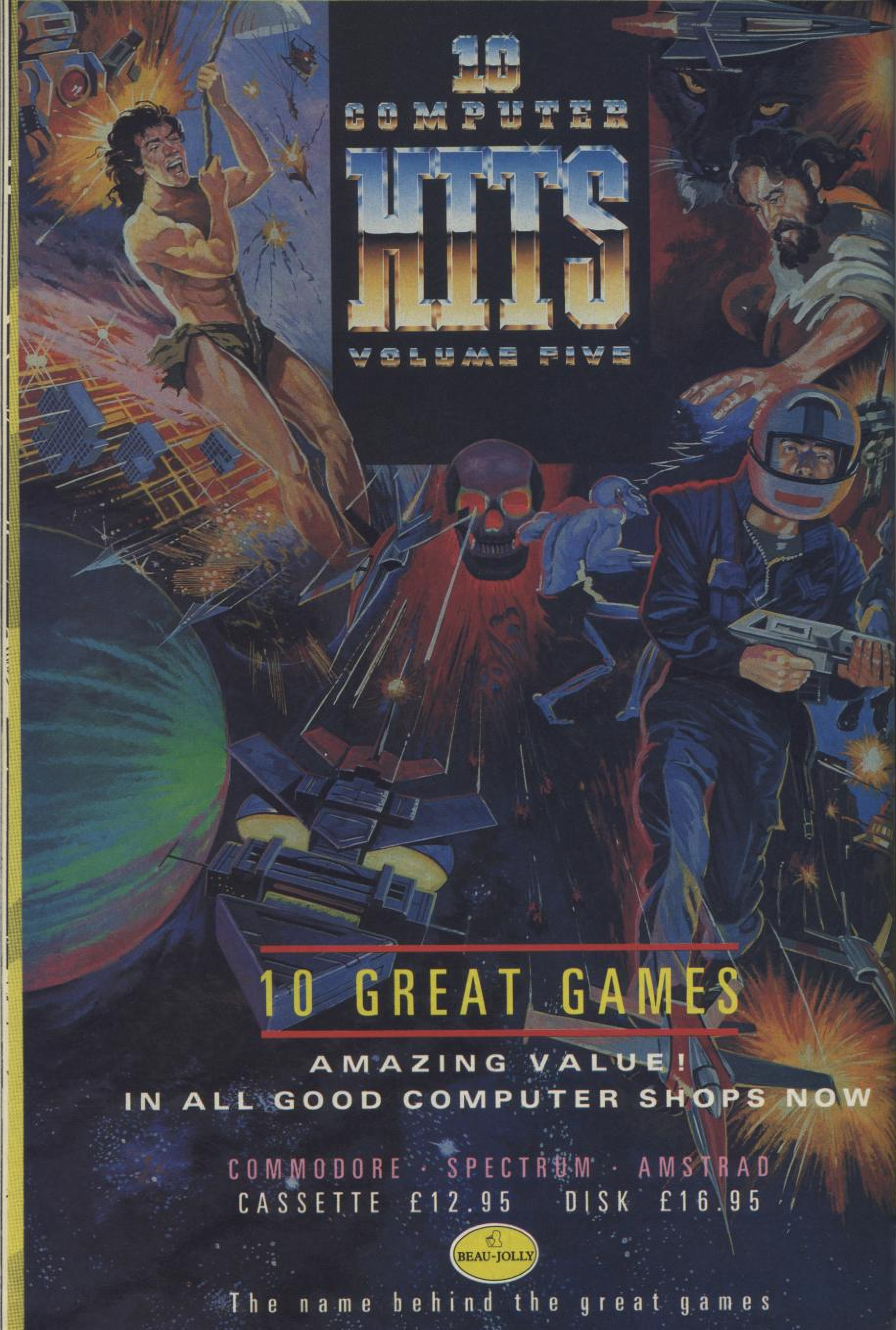
Dear Philippa

I have just recently got interested in war/strategy games after buying *Silent Service* and by the time you have read this letter I hope to have purchased *Blitzkrieg* or *Football Manager 2* (I believe that it's a strategy game). I was thinking about how empty Frontline has been lately when I came to the conclusion that it may be the fault of some of the CRASH team. What I don't understand is why you get to review games like *First Past The Post* and *Boxing Manager* while you don't get to review *Football Manager 2* or *Grid Iron*. I also have the same opinions over complex simulators such as *F-15 Strike Eagle*, *Gunship* and *Ocean Conqueror* to name but a few. Why didn't you review these when you covered *Silent Service*?

Mark Lawton, Stoke-on-Trent ST2 7LW

There are two reasons why games like Football Manager 2 *don't find their way into* Frontline. *Firstly software houses don't particularly like major releases being identified with minority interest. The second is that, being a freelance contributor, I'm not on the spot in the CRASH offices to make a grab for any promising incoming games! There's also the problem that, sometimes, there is just not enough time to get the game out to me for review, and get the review back in time for the nearest issue to the release of the game. So the inhouse team review it to ensure that you have at least some sort of idea what the game's all about if you want to purchase it.*

PI



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YOU'LL NEVER FORGET
THIS FABBO CD/HI-FI FROM TITUS!!

FIRE AND FORGET

is currently revving up its engine on the **Titus** label – yet another brilliant, arcade-action road-running shoot-'em-up (with lots of hyphens). With some of the nicest preview screen pics around it's naturally got those psychopathic blasters – Phil, Mark and Nicko – in a right tizzy. The scenario has a lone warrior battling his way through a variety of conflicts, his high-minded goal to convince the warring faction it's much more fun to be at peace, playing Spectrum games about being a lone warrior battling his way through . . .

Personally I don't much like these noisy 'boom, bang, crash' type games. We had a thunder storm only the other week – it scared the willies out of both me and the office cat. We cowered in the broom cupboard for a hours, but by all accounts the CRASH lads loved it, CRASH by name . . .

Though I'm a peaceful chap at heart, I can be very tough when it comes to arranging comps. I run into the CRASH office, bow and scrape to the Editor chap while he tells me which software products he wants a competition set on. Then I run back to my cupboard and set it up on the phone, with the cat making intimidating snarls at software people trying on any cheapskate prizes. Fortunately those handsome people at Titus are generous chappies, and probably don't even know we have a office cat! Just look at the terrific CD/MIDI hi-fi on this page. That's the first prize, complete with all the twiddly bits and knobs that you've come to expect on a music system these days. When I was a lad all we had was granny minion's old gramophone player. Now everyone runs around with those personal cassette players, or, if you're Nick Roberts, a personal CD player (with this prize you can have both sorts in your own home!). But I mutter and go off of the subject (frequently – Ed), where was I, oh yes, a **CD/MIDI hi-fi system** and a copy of ***Fire and Forget*** go to the winner. **25 runners-up** just get the hi-fi on its own, or maybe it's the game on its own. I'll just check . . . ah, yes, it's the game. Never mind, that's almost as good!

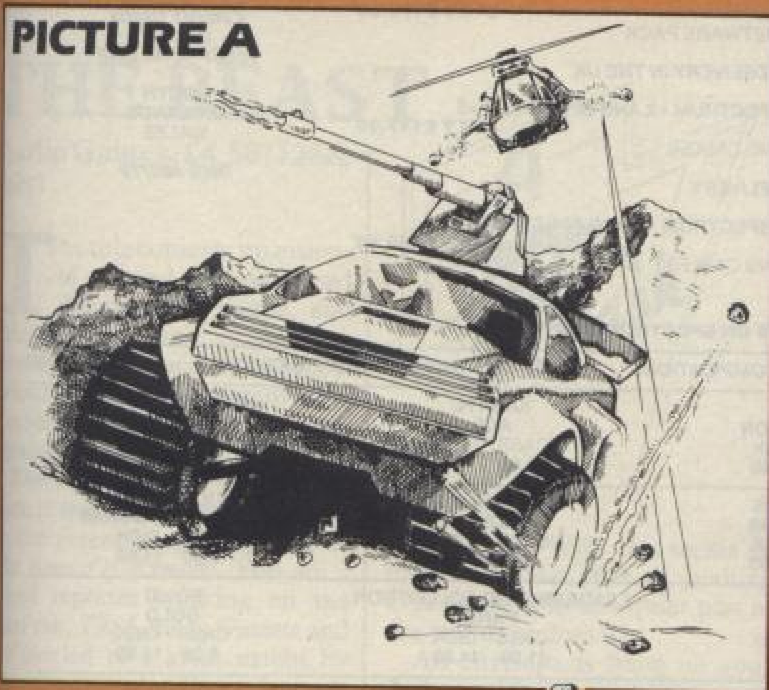
As for what you have to do; well, people with an even greater attention to detail than me should enjoy this. Cast your eyes over the two pictures printed on this page, look pretty damn similar don't they? Well there are **TEN** subtle differences. Just circle them on Picture B and cut out (photocopy or electroscan, if you don't want your CRASH damaged) the whole lot. Pop the completed form in an envelope and make sure we have it at the Towers by January 1 1989 (next year).

Remembering the judges decision is the final, send your entry to, **FORGET ABOUT THE FIRING COMP, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB*.**

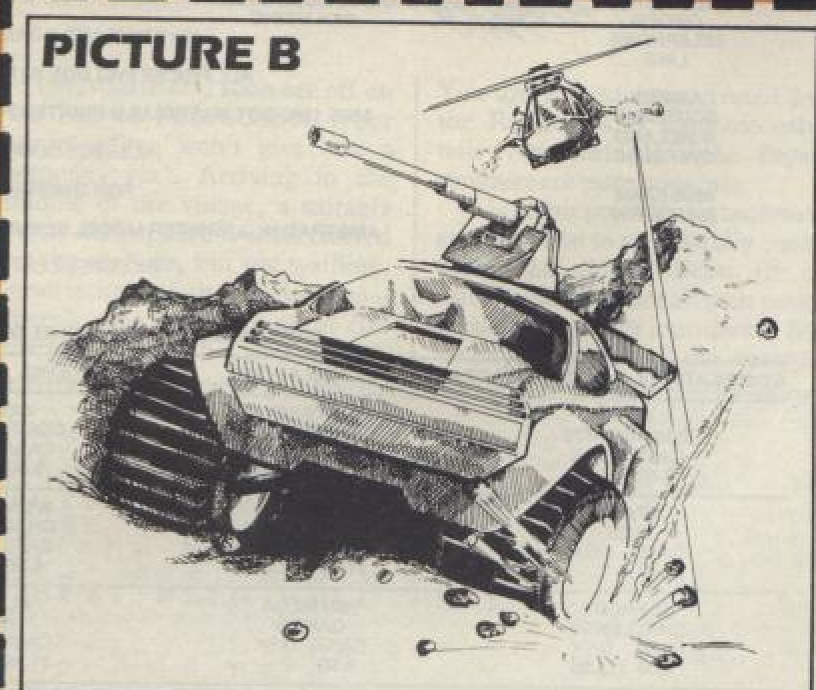
CRASH COMPETITION



PICTURE A



PICTURE B



NAME ....

ADDRESS ....

....

..........................**POSTCODE** ....





Ahh, it's that time of year again and I really feel nostalgic for home . . . Tinsel'll be hanging from the pyramids now, and little multicoloured fairy lights draped over the camels' humps. Everyone's probably arguing over whether we'll have a sandstorm on Christmas Day – I hope so, even if I won't be there (*sniff*), I love a yellow Christmas! But what a strange place CRASH Towers is during the Christmas season. Here the roof is covered in a blanket of that odd white stuff which accompanies the festive period . . . dandruff, I think it's called.

Oh well, on these chilly nights what better way to warm yourself than by sitting beside the fireplace, a snake coiled in your lap while you ponder over an adventure or two.

No doubt the big software companies have plans for what you'll want under the Christmas tree, but until they've got some finished games for us to review, how about some homegrown games? This month's offerings are all based on sinister themes, so brace yourself for some spine-tingling chills and read on brave adventurer, read on . . .

THE BEAST

Marlin Games, £4.50 (128K only)

A CRASH Smash

The title conjures up visions of evil and the much-used demonic 666 theme, and although *The Beast* is not concerned with the occult, the mysterious goings-on it details in a remote village have a distinctly sinister flavour.

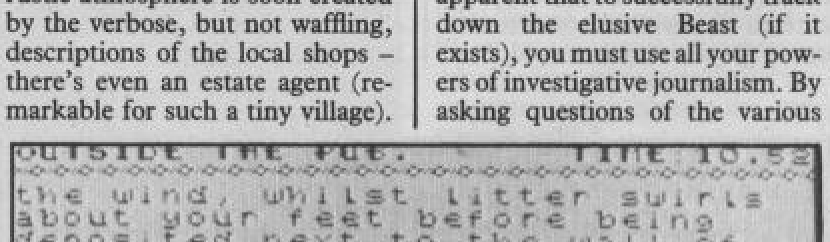
This homegrown, *PAW*ed adventures spins a yarn based roughly on the recent perplexing case of *The Beast Of Exmoor*. You are a bored reporter working on the local rag, *The Lowsea Gazette* and are hassled to a great extent by your grouchy editor (sounds familiar), Mr C D Slime (geddit?!). He is also fed up with the run-of-the-mill reports on what the local Women's Institute is up to, and wants a really big story to splash all over the front page (sounds a bit like the *Ludlow Liar* to me – Ed). Well, this seems an impossible task; after all, nothing ever happens in this quiet part of the world, or does it?

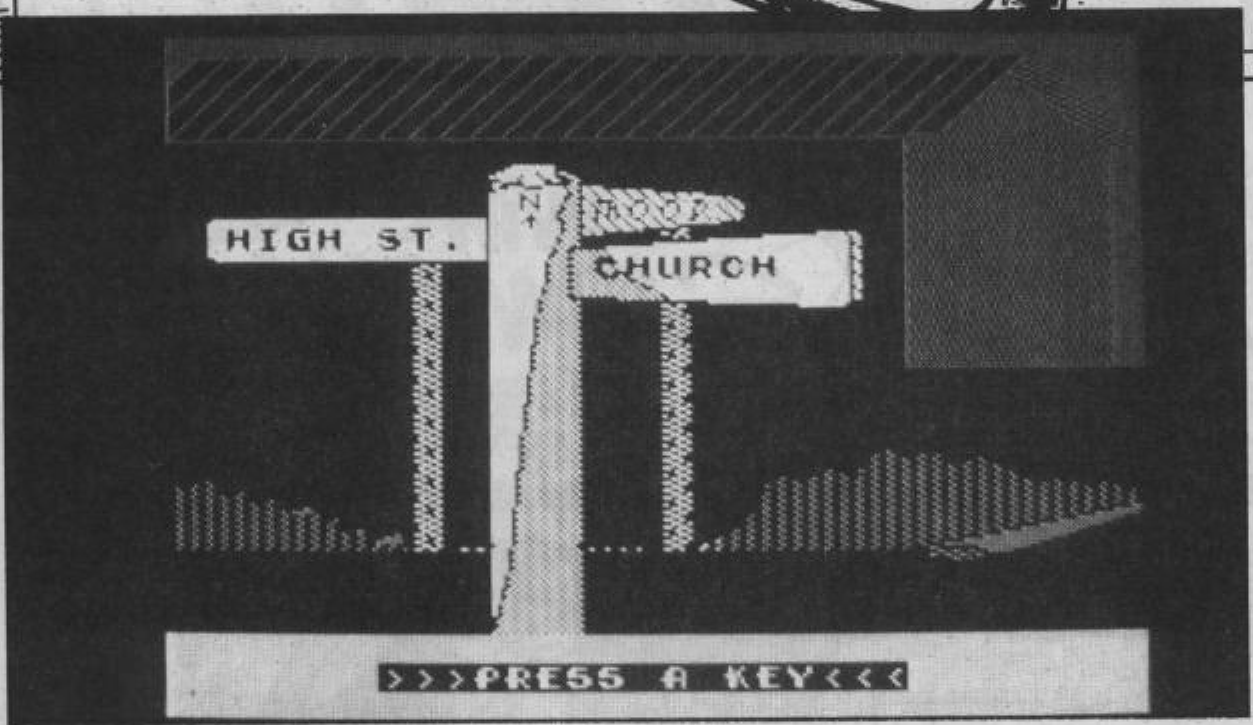
An envelope is lying on your desk, containing a letter from one Rose Myrtle, who tells of strange happenings on the moors near the village of Puddlecombe. A strange black animal has been sighted and one of the local farmer's sheep has been mauled to death.

At last you have a decent story to investigate and soon set off on the bus to Puddlecombe (your stingy editor won't give you a company car). Arriving in the middle of the village, a suitably rustic atmosphere is soon created by the verbose, but not waffling, descriptions of the local shops – there's even an estate agent (remarkable for such a tiny village).

You are immediately greeted by the Ranger, who spontaneously tells you that all these Beast rumours are pure nonsense.

It is at this point that it becomes apparent that to successfully track down the elusive Beast (if it exists), you must use all your powers of investigative journalism. By asking questions of the various





colourful characters who inhabit the village (in the form of ASK someone ABOUT something), a picture of the recent, curious events is built up.

And apart from listening to the local people's gossip, more conventional adventuring techniques are used to find clues in typical Agatha Christie style, bringing an air of suspense to the proceedings. Virtually all objects may be examined so the ability to abbreviate the EXAMINE command to X saves much typing. Conveniently, the many objects collected can be put in your pocket or in one of two containers which can be found; this reduces the number of objects carried allowing you to effectively hold more things simultaneously.

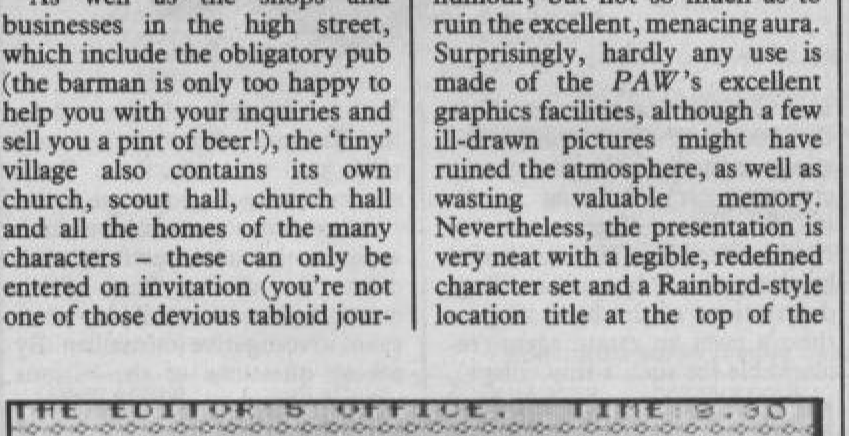
As well as the shops and businesses in the high street, which include the obligatory pub (the barman is only too happy to help you with your inquiries and sell you a pint of beer!), the 'tiny' village also contains its own church, scout hall, church hall and all the homes of the many characters – these can only be entered on invitation (you're not one of those devious tabloid journalists, or an even more unscrupulous CRASH writer!). Access to businesses is also restricted to their respective opening hours, while the veterinary surgeon won't see you unless you've brought along a pet!

There is just so much to do and find out in this enchanting village, before you're ready to tackle the utter contrast of the damp, depressing moor where the Beast is rumoured to be lurking. The loquacious (LMLWD) characters don't just stay in the same location either – they wander around the place, adding even more realism to the totally engrossing plot.

If all this sounds a bit too creepy, the dark mood of the excellent scenario is marginally lightened by the odd bit of acidic humour, but not so much as to ruin the excellent, menacing aura. Surprisingly, hardly any use is made of the *PAW*'s excellent graphics facilities, although a few ill-drawn pictures might have ruined the atmosphere, as well as wasting valuable memory. Nevertheless, the presentation is very neat with a legible, redefined character set and a Rainbird-style location title at the top of the screen, also displaying a clock – every action uses up a minute. This increases the difficulty of what is already a tough adventure, but the inclusion of a RAMSAVE option aids progress.

The Beast represents a major achievement in homegrown adventures, bringing together the sophistication of the *PAW* parser and an intricately woven plot to produce an interactive adventure of a very high quality indeed. It is available direct from the author, Linda Wright, at Marlin Games, *19 Briar Close, NAILSEA, Bristol BS19 1QG.*

Overall 91%



THE DEVIL'S HAND

Compass Software, £2.50

This is the sequel to both *Demon From The Darkside* (84%, Issue 35) and *The Golden Mask* (74%, Issue 41), and is the third and final part of The Demon Trilogy. Like its predecessors it was written using the now ancient *Quill* with *The Illustrator* and *Press* data compressor (all produced by Gilsoft). Thus its presentation is very similar to those two previous adventures, with plenty of colourful, well-drawn pictures to add to the atmosphere.

The ominous plot sounds familiar – an evil demon called Drakon has escaped from the hero, Morrack, and disappeared into the mystical lands of Gorgon. There, he has amassed hordes of orcs, ready to lay siege to the tower of the powerful Wizard Zorron. If he succeeds he will wield enough magical power to control the universe. Your task, as Morrack, is to track down this vile villain and destroy him.

Your quest begins near a sea wall, around which a large troll lurks. The lumbering oaf is after your blood, after having smelt your scent (Chanel No 5 perhaps?). This immediate problem is fairly difficult to overcome and can only really be solved by trial and error, as there is no logical solution. Plus the fact that you only have a handful of turns to play with, before the terrible troll rips your throat out (urgh!).



Once this irritation is conquered, the first of several characters is encountered – Gruff The Dwarf, a helpful little soul, is only too ready to bravely aid you in your hazardous venture. And hazardous it certainly is, with plenty of enemies and other perils ready to drain your life away at the slightest mistake. Thankfully, a STORE (in RAM) facility allows you to experiment without perennially having to worry about getting killed.

Swimming to a distant island you meet the first of many orcs (they're everywhere nowadays -

Ed). This one is rather more difficult to vanquish than most, as he cannot be defeated by FIGHT or KILL ORC. Instead a more obscure method must be used – a clue to this is given by the location description.

Numerous objects can be collected, each being accompanied by a small picture – a nice touch. However, only seven items may be carried simultaneously, causing much dilemma as to what to leave behind – some of the objects are just useless red herrings. The uses for some articles are also very obscure, such as that of the charcoal.

Vocabulary is understandably limited mostly to standard *Quill* commands, although typing VOCAB reveals some extra ones, including FOLLOW and STAY which are used to control the actions of your colleagues. Another interesting command is COMPASS (the name of the game producer, of course) which replaces the normal compass letters with arrows.

The appearance is smartened by a stylish and legible, redefined character set. All location descriptions are accompanied by a small picture of the Devil's hand itself – a human hand making a shadowy image of the devil (this replaces the mask symbol used in the same way in *The Golden Mask*).

With *The Quill* being such an old utility and having been surpassed by the *PAW* (also from Gilsoft) it is now rarely used, even for homegrown adventures. So seeing it successfully used here is a reminder that only the imagination and skill of the author can create an absorbing adventure. Author Jonathan Lemmon says he stayed with *The Quill* to maintain the style of the two previous games. Adventure-writing utilities are only tools with which to work and do not ensure good adventures, no matter how many features they offer. Nevertheless, the newer utilities allow a greater degree of freedom to express new concepts, such as character interaction, and Jonathan Lemmon says that this is his last *Quill*-ed adventure – he's moving onto the *PAW*.

Yet more evidence of the sensible attitudes of Mr Lemmon is shown by his use of pictures, which can often serve only to detract from the atmosphere created by the text. This is certainly not the case with *The Devil's Hand* and the well-drawn, colourful pictures enhance the enjoyment of this competent little adventure.

If you feel like battling against evil, *The Devil's Hand* can be obtained by sending £2.50 to Compass Software, **111 Mill Road, COBBOLM, Great Yarmouth NR31 0BB**.

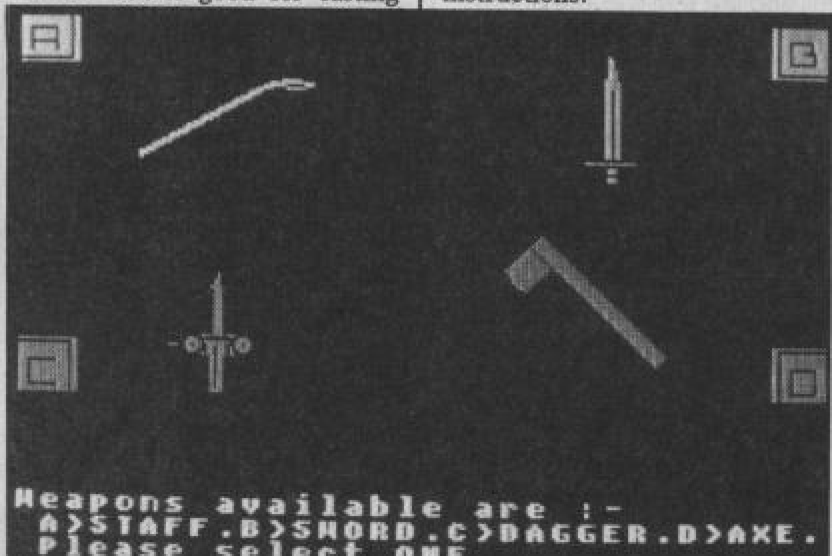
Overall 72%

THE RUNESTONE OF ZAOBAB

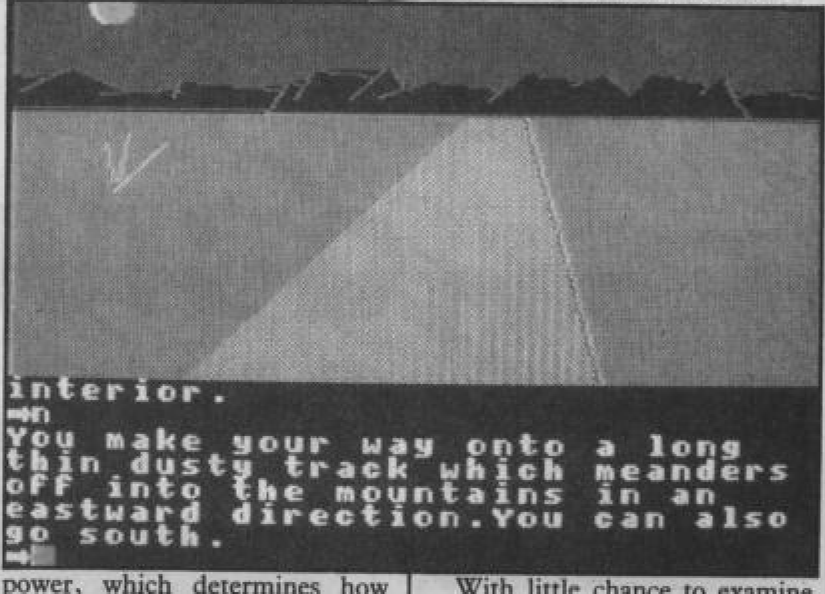
Eric Stewart, £1.99 plus 28p p+p

Written using Incentive's *GAC*, *The Runes Of Zaobab* revolves around a precious jewel belonging to Traon, a loyal guard of the old King Saire. The gem in question was stolen by the Black Priest of Zaobab and was never recovered (isn't that always the case when you get a gem that's of any worth? – Ed). However, Traon's dying wish was that you (his son) should find the stone. But this Black Priest chappie isn't as daft as he sounds (he doesn't sound very daft – Ed); he's placed plenty of evil beings in the land to stifle your brave quest. These include the strangely-titled Screedle folk.

As soon as the game loads, you realise that some effort has been made to provide originality. Before you begin your quest, a choice of four weapons is given: the staff (which is pretty useless in combat but is good for casting spells), the sword (this is an all-round weapon which can be used for both combat and magic), a dagger (it seems to be of little use) and an axe (no good for magic but the best weapon for combat).



The nameless main character starts life with zero spell power and a random amount of strength (up to one hundred units). A combination of strength units and the combat value of your weapon (given in the instruction booklet) determines how successful you are in battle. To save time the combat result occurs immediately, without any mêlée rounds – you either kill or die! The only clue to the outcome is gained by checking your strength level by typing SCORE. This also shows your spell power, which determines how powerful a spell you can cast, but it must be at least eight before you can cast anything at all.



One of your objectives is to gain as much spell power as possible and reach the status of wizard. But even when you have sufficient power to cast a spell you must first find out what the spell is called! This is not as difficult as it sounds; the number of letters in each spell, plus a cryptic clue, is given in the instructions.

The *GAC* parser allows sophisticated sentences to be processed. These are necessary for fighting and spell-casting, which are achieved by keying in ATTACK someone WITH something, and CAST SPELL OF something ON someone.

Unfortunately the interesting combat concept is rarely used due to the scarcity of opponents. This land seems fairly dull, with clichéd locations such as dark caves and snowy mountains which contain few objects. The EXAMINE command can be abbreviated to X, but it usually brings up the irritating reply, 'Hmm . . . it's nothing special'. This reply sometimes even appears when you're not even examining anything!

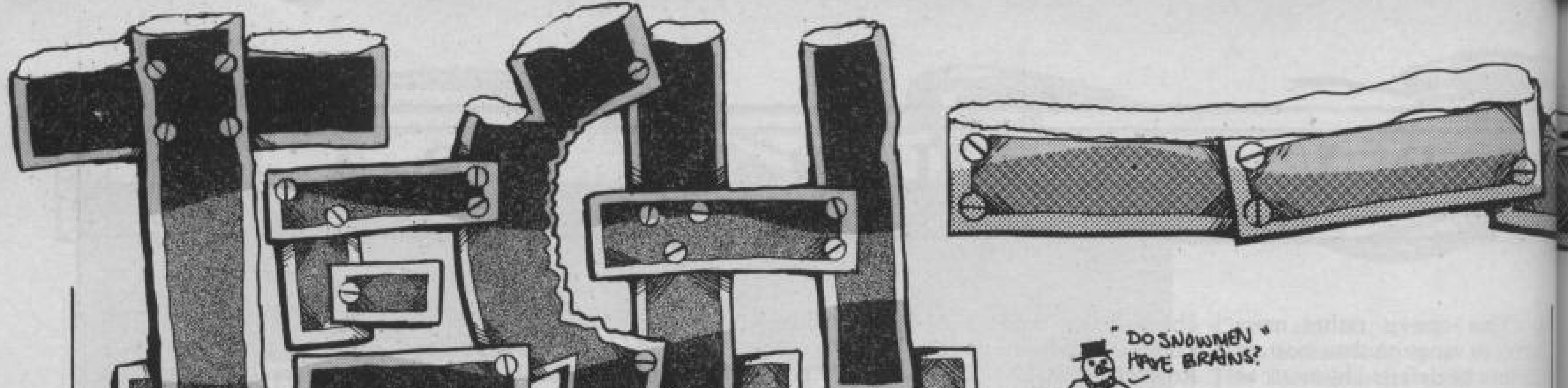
With little chance to examine anything, progress simply becomes a matter of trial and error. And even more frustration is created by the lack of a RAMSAVE option. Too often the only way to get any further is by fighting some ridiculously strong monster, against which you have little chance. And unless you can be bothered to keep saving the current position to tape, you're more than likely to meet a nasty end and have to start from scratch again.

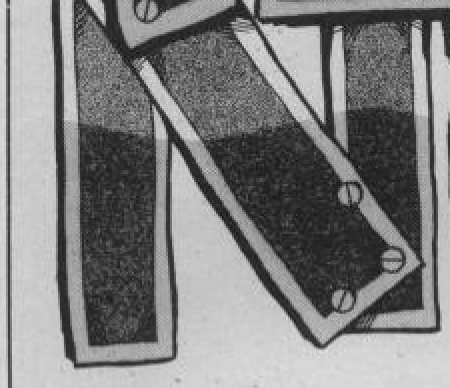
Yet another irritation is caused by the program's obscure vocabulary, some of it even misspelt ('lazoo' instead of lasso), so it's just as well some of the words used are printed at the end of the instructions. Even then, there's little lateral thinking required – it's more a question of luck as to whether you manage to defeat the monsters, while objects are easy enough to find.

Despite the attempts at innovation and the odd colourful picture, *The Runestone Of Zaobab* fails completely to create any sort of atmosphere and thus cannot hold the average adventurer's attention for very long. Even with the free adventure on side B, there are many better homegrown adventures around than this. Initially intriguing but eventually a disappointment.

The Runestone Of Zaobab is available from Eric Stewart, **18 Vatisker, BACK, Isle Of Lewis PA86**.

Overall 58%





QUIVERING QUAVERS

While Mother is resting. JON BATES is able to slip away, with the hope of compiling his seasonal shopping list. Passing through the reception area of the Motel he is waylaid by a number of guests with problems. What other choice has he but to answer their questions?

Hmm . . . Jason Porter seems to visit quite a bit. In fact he's been booked in twice this month. (See, not all the guests end up in the swamp.) First of all he's sent in a program in response to a plea for a pitch bend routine for the 128 some six months back. Hacking at his work a bit, I can deliver the following short program . . .

```
10 OUT 65533,7: OUT
   49149,(63-2)
20 OUT 65533,2: OUT
   49149,0
30 OUT 65533,9: OUT
   49149,15
40 LET A$ = INKEY$
50 IF A$ =" " THEN OUT
   65533,2: OUT 49149,0
60 IF A$ = "a" THEN FOR
   G=213 TO 190 STEP -1:
   OUT 65533,2: OUT
   49149,G: NEXT G
```

The pitch will bend up when you press 'a' and stop when you press the space bar. The first three lines set up the sound addresses and the last line sets up the pitch bend. If you reverse the 213 and 190 and STEP +1 in this line it will invert the bend. To speed up the bend then step in greater numbers. However you will find out that the 128 annoyingly has the lowest number bending towards the top of the scale and the highest at the bottom. To wind the dog up try going to a value of 10 instead of 190. With a little bit of thought it is possible to put this pitch bend as a subroutine for any note you play – you have to get it to add or subtract from the note value played. And if you wanted to turn your 128 into an instrument it is quite easy.

```
35 IF A$ = "q" THEN OUT
   65533,2: OUT 49149,213
```

Press 'q' and it will play a note. It is the 213 that sets the pitch.

> **'Not all guests end up in the swamp'**

You might like to try other key assignments with other numbers; say 190, 169, 160, 142, 127, to set it up as a musical dinky toy. Bore everybody rigid with silly tunes until they immerse you in brandy sauce and wave a match around your ears.

Jason also wants to know if there's a commercial audio tape available for samplers (he has a Casio SK1). Yes, there are, but they are quite often very, very expensive. Usually only available on CD as well. The tapes and disks you see advertised are nearly always formatted for a

> **' . . . until they immerse you in brandy sauce'**

particular sampler. Jason has obviously realised this, for fresh out of the mailbox is his own formatted tape of 35 samples for the Cheetah Sampler which vary from drums, synths, chords, thunder, whistles and a few rhythm patterns to boot. He has grovelled and worn out several knee pads in his attempts to get the Motel to look at this. Anyway he is willing to let you have the samples for one pound, which will probably save a lot of messing about and for that price you can't really complain. You can always chop them about to your liking anyway.

BLAST THOSE AMIGAS

Stefan Drissen writes from Holland to say that he is suffering with lack of volume for his Spectrum sounds. By his description he has a 48K version only. Now he has tried putting it though the tape deck, but found that at his computer users' group the sounds were lost against wails of Amigas. Originally there were a few companies that marketed sound boosters. To be quite honest they were usually overpriced, as the parts you need are not that expensive. The cheapest way is to buy a converter plug that turns the mini-jack ear socket into either a phono or guitar jack socket. Thus equipped you can either boost the sound through a hi-fi or a small guitar amplifier. If you are really serious you can buy small guitar amplifiers quite cheaply, especially second-hand ones. However, the sound is not all that clean and after a certain volume there is a lot of background noise to put up with. But if you are determined to blow those Amigas out of the water then I reckon that's the best way to go about it.

128 SAMPLING?

Simon Duffy writes in a peculiar language from Insch in Aberdeenshire. I think it's an attempt to be cool and happening, but roughly translated it means he has a *Music Machine* and a 128 and he is desperate for a 128 program that will give the extra memory for the *Music Machine*,

both for samples and sampling. The brutal truth is that to my knowledge no-one is doing a program purely for the 128. All the programs I have seen run in the 48K mode, if you have lashed out on the 128 hoping that it will give you greater memory then I fear that you'll be disappointed. I tried prodding a few phone numbers and got the same answer: they all run in 48K mode. I would be very grateful if there is a program out there that runs in 128 mode only for the *Music Machine*, as it would add to the versatility of the samples resident in the program. However, it would not mean that you will have higher quality samples as although you can (theoretically) store greater sample lengths, the sampling rate is the thing that determines the quality. And you can't convince the 8-bit machine to sample any faster than it is already doing. The only solution is to improve on the hardware - filters and analog to digital converters. The original Fairlight sampled in 8-bit, so it is possible, but at a cost. In fact the Fairlight used a very complex software-controlled routine to compress and expand the samples, rather like a noise reduction system, so that the whole dynamic range of the sample utilised the maximum memory space. But

'All the programs I've seen run in 48K mode'

back in the Motel we are not able to come up with anything that will supercharge the *Music Machine* specifically for the 128.

TURBO TECH

Paul Slaney has written in with a tape program of a tune for me to listen to and also a few enhancements to the CRASH Tech Tape. Not really my dept, but since the Motel has the info then here it is.

For the Turbo Loader – to disable the BREAK key when loading POKE start address +302,255. To change the header speed, POKE start address +29,(135 – 255) where 135 is the fastest. He is also prepared to reveal to the world that if you save the code from the Turbo Tape program with the speed factor on 3, POKEing start address =16 and +39 lets you save and load programs at hyperspeed without needing special equipment. I refrain from comment as this is really not Motel material. However you can be assured that all tapes received will be judged and the results made known in the next issue where the Motel will round up the musical offerings of the year and predict a few things. Send all correspondence to the usual address and Mother and myself will sort out the musical problems in amongst reviewing etc. Time to get my Christmas shopping list together. Now where was I? Shower curtain . . . mop . . . carborundum stone . . . new wig . . .

Bates motel.

Guest List

Jason Porter, 9 Park Road, Thurnscoe, ROTHERAM, S Yorks S63 0TG.

Stefan Drissen, Hertogenbosch, HOLLAND.
Simon Duffy, Insch, Aberdeenshire.
Paul Slaney, False Address!



Yes! It's here! Delayed by postal strikes, publishing deadlines and acts of Production Managers, *IMBOS* has finally made it. Amazed at his luck IAN CULL provides the review, looks at *ExBasic* and gets a letter from a Simon N Goodwin! It's all go in the tech world. (PS: Ian refuses to comment on the accuracy of his 'distinguished look' picture, just saying 'Cannot something be done to remove this situation?'. Well, frankly, Ian – NO! Nick Roberts says, you'll have to put up with it, just like everyone else!)

BASICALLY SUPERCHARGED

IMBOS *or* ExBasic*? Now that is the question!*

HAVING FINALLY got my hands on the new microdrive program, I must report that the ***IMBOS*** saga has developed a new twist. The original *IMBOS* V1.1, is still available from the author (**Companion Software**), but a new version *IMBOS* V2, is now available from **Kobrahsoft** (the company that brought +3 users the *DICE* program – Issue 57).

But what is *IMBOS* I hear you cry. Well actually the title stands for Improved Microdrive Basic Operating System, and the program is obviously only of use to Spectrum owners that have the Interface One & microdrive system. For these people, upwards of 60 new facilities are added to the Spectrum, in 11K of code (8K if you purchase the old version, 1.1).

The first apparent facility of *IMBOS* is the vastly improved microdrive command syntax. No more LOAD ★"m";1;"filename" entries. Just type RUN "filename" to load a program (also works for CODE and SCREEN$ files), or OUT !"filename" to save. VERIFY and ERASE are similarly simplified. The microdrive number that these commands use is set by READ #x.

A new command, LIST CAT x, gives a different microdrive catalogue, showing protected filenames as well as those shown by the normal CAT. There is also a header reader, accessed by typing READ IN "filename".

'The vastly improved microdrive command syntax'

The file's type, and size/start address are given, along with the first sector number of the cartridge.

IMBOS also adds new screen and sound commands, as well as additional graphics routines. The PRINT command is expanded to allow conversion



between hexadecimal and decimal (for example, PRINT &64206 prints FACE on screen). Screen paper and ink colours can also be simply altered, using PRINT ATTR x.

Other new functions allow specified byte values in the display or attribute file to be changed (this could be used to instantly change the colour of a displayed picture).

Printing of text is improved with a centring function, and a 'window scroll' routine. There is also a double-height print command, for displaying tall characters (not available on V1.1).

On the graphic front, mirroring of the screen is built in (although it mirrors each character wide column, rather than the full screen), and a powerful fill routine is available. New character fonts can be easily defined, since the full character set is held in RAM along with *IMBOS* – in fact a clear font is supplied on the tape, ready for loading into *IMBOS*.

Version 2 also offers a 'power plot', which allows drawing on the full screen – including the edit window, and a DRAW command which takes the start &

'Mirroring of the screen is built-in'

end coordinate as argument, and also works over the full screen (but the origin is at top-left, which is confusing, and gives upside-down graph plots). Also on offer are scroll commands, for the display file or the attributes, in all four directions.

Sound is well catered for, offering White Noise, Zap and Siren sounds. Version 2 has more Zaps, and a pleasant tone, for music sequences.

Other *IMBOS* features include a RAM screen store routine (though it is not a compacting one, so only three screens could be held in a 48K memory at once), and a pseudo-16-bit poke function, ★DOKE. Headerless save/load routines are present, as well as various monitor commands, including some to give details of memory usage (program size, free space etc). Version 2 also offers a program editing command (so all LPRINT commands could be automatically changed to PRINT ones), and an additional Organ Maker program, for creating tune sequences to be added to your own programs (which I found difficult to use).

In conclusion, *IMBOS* is a powerful addition to any Spectrum and Interface One set-up, enabling BASIC to do many things that normally require machine code. However, since *IMBOS* is copyrighted, you could not write a program with it

'The origin is at top-left . . . and gives upside-down graph plots'

and sell it, or even give a copy to your friends (unless they also own *IMBOS*).

Despite this, and a couple of minor bugs/annoyances (commands are not recognised if keyed in lower case, for example), the program is worth buying for the sheer expansion of microdrive syntax. *IMBOS* Version 2 is available from **Kobrahsoft, *Pleasant View, Hulme Lane, Hulme Near Longton, STOKE-ON-TRENT, Staffs ST3 5HB*** for £12.95. Owners of IMBOS V1.1 wishing to upgrade can do so, for £5.95. Version 1.1 is still available at £8.95 from **Companion Software** (address elsewhere). Microdriveless Spectrum owners read on . . .

FOR THOSE of you muttering something about not owning an Interface One, **Jonathon Edgar** at **Companion Software** has come to the rescue with a package called ***ExBasic***. This will run,

'A music maker program is also included

it is claimed, on any Spectrum (though only in 48K BASIC mode on my +3). It gives the similar, but improved, facilities to your Spectrum that *IMBOS* offers Interface One owners.

ExBasic does not, obviously, offer any improved microdrive syntax, but everything else available in *IMBOS* is also into *ExBasic*, often in a better way than in its parent package. In addition, there are even more new commands available.

All *ExBasic* commands begin with an asterisk followed by the command name keyed in full – an improvement over *IMBOS*. Commands can also be entered in both cases.

There are a number of 'interrupt-related' commands in *ExBasic*, including ★CLOCK, which displays the current time in the top-righthand corner of the screen. It is set using ★TIME, but is only accurate when interrupts are running (therefore, time is lost when beeps or cassette commands are used).

There is also a ★TRON command (good film!, but also stands for TRace ON) which displays the current BASIC program line being executed while a program is running (useful for debugging). Also built-in are various commands which allow the keyboard to be redefined (though I can't think of a reason for doing this) (function keys, perhaps? – see, I'm not just a pretty face – Ed).

'There are even more commands available'

ExBasic has all the *IMBOS* hex/decimal commands, and the double poke facility. There is also a string poke command, ★WOKE addr, "string". The memory details commands are included, along with ★RENUMBER and ★REMKILL functions.

The print functions of *IMBOS* are supplemented with a 'curtain' effect command, which redraws a RAM-stored screen image slowly, like drawing a blind across the old screen image.

Sound is basically as for *IMBOS*, with the addition of a 'boot' sound (?). There's also a music maker program which is easier to use than the one bundled with *IMBOS*.

ExBasic has the headerless save/load routines, along with an Alkatraz screen loader routine (courtesy of ODPS, though there is no credit to them in the package) – this is the professional system that draws the screen character by character, anywhere you like. Very effective, but slow (18 bytes per character on the screen).

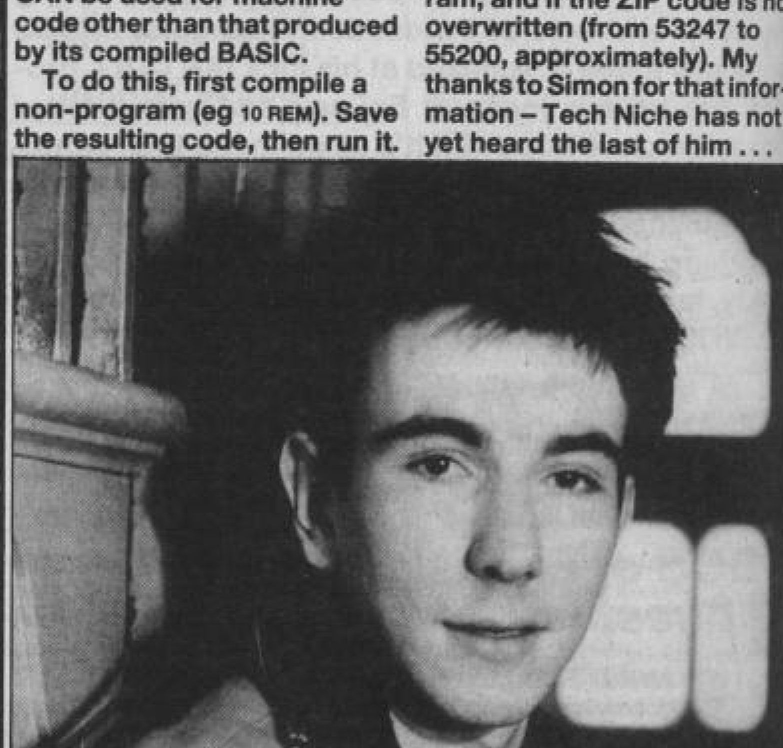
ExBasic is available at £11.99, from **Companion Software, *193 Brampton Rd, CARLISLE, Cumbria CA3 9AX.***

TECH TAPE THE RESPONSE

A MR SIMON N Goodwin (!) has written in to correct me on October's article. (Nice to know we have a quality readership.) The ZIP BREAK function in the *ZIP 2* compiler (on the CRASH Tech Tape) CAN be used for machine code other than that produced by its compiled BASIC.

To do this, first compile a non-program (eg 10 REM). Save the resulting code, then run it. This will install the ZIP BREAK routine, allowing any other machine code to be stopped at any time.

The routine can only work if the Spectrum interrupts are not altered by the new program, and if the ZIP code is not overwritten (from 53247 to 55200, approximately). My thanks to Simon for that information – Tech Niche has not yet heard the last of him . . .





MAGAZINES ON TAPE

FOLLOWING CLOSE on the heels of *The Spectrum Programmer*, I have received another tape-based magazine, *Network* - this time aimed at users of the MGT DISCiPLE/Plus D interfaces (and therefore a rival to the 'official' *FORMAT* magazine). At the moment I don't actually have one of these interfaces, but this didn't matter too much since a lot of the magazine's content is of relevance to all serious Spectrum users.

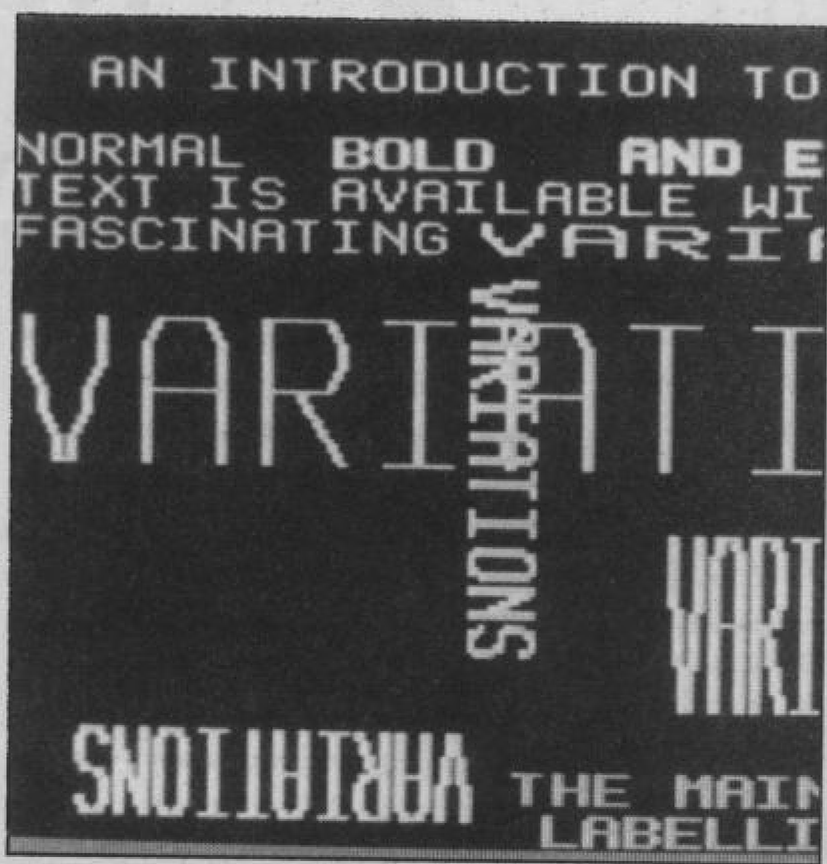
Issue 1 of *Network* has a BASIC-to-disk routine, which runs in screen memory so it should be able to transfer almost any BASIC program. There is, however, no description of its use. There is also a disk cataloging program, and an in-depth article on Plus D hook codes. The descriptions are more like those in a book appendix, however, and need more background information in order to be useful to all Plus D users.

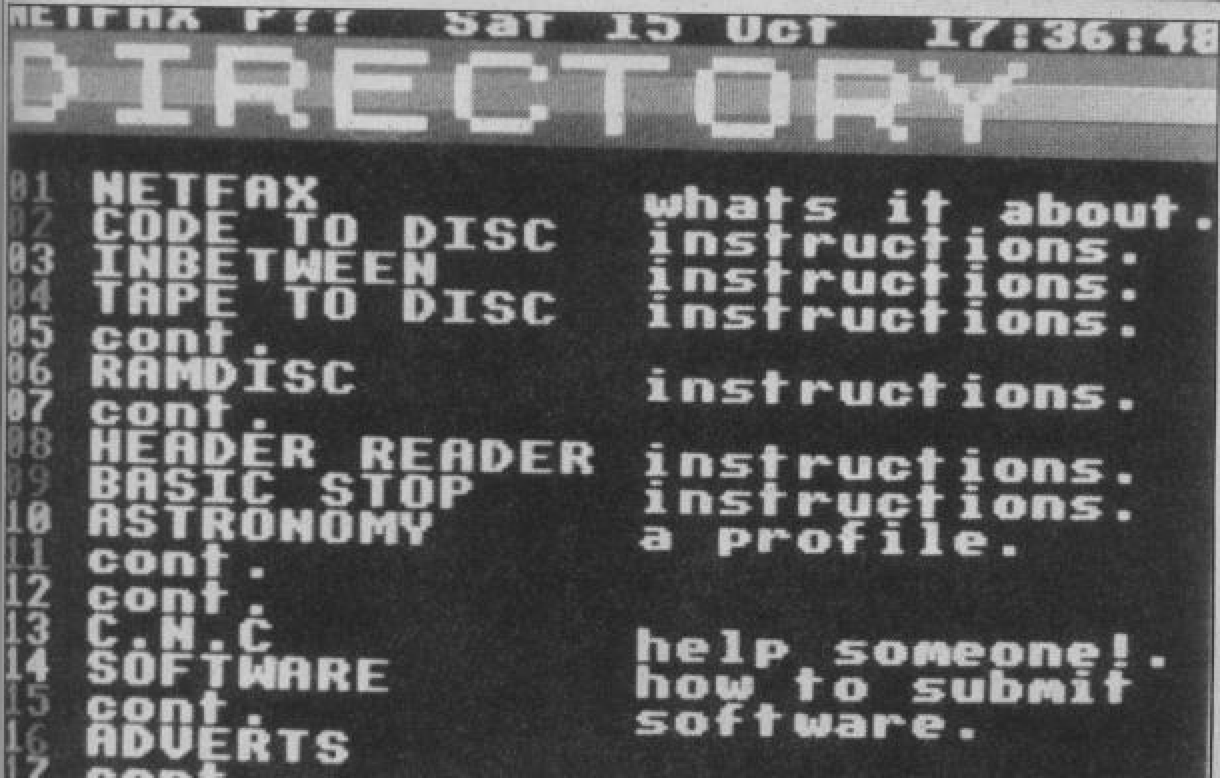
On the general programming front, there is a shape-fill routine, a 'flexitext' program (which writes text in any size and direction, but is written in SLOW BASIC) and an attractive circle pattern program.

Finally, and most impressively, is an animator program that smoothly translates the letters 'BBC' into a picture of a TV showing '2'. Someone obviously put a lot of work into this demonstration.

Issue 2 of *Network* introduces NETFAX, a Prestel-like way of presenting the textual part of the magazine. For those confused, press P to get the initial index up!

The tape-to-disk routines continue in this issue, along with a tape header reader (not another one!) and an excellent RAM disk program. This allows a single memory image file on the disk to hold up to 80 files





once loaded into the Spectrum. However, the program is so well written that it will run on any Spectrum (even my +3, in 48K Basic mode). The RAM disk is created in the main 48K of memory, so it slightly limits BASIC program size that can be written to use it.

Network is very well presented and contains excellent material. At just £1 per issue (or £10 for a year's subscription), it seems good value even if you do not own one of MGT's interfaces. To order, contact **Barry Turner, *47 Jubilee Crescent, GRAVESEND, Kent DA12 4JG.***

I have also received a copy of *+D Hacker*, supplied through INDUG (the 'official' Plus D/DISCiPLE user group, and writers of the *FORMAT* magazine mentioned above). I will look into this further once I have access to a Plus D interface, and hope to compare it with MGT's own equivalent program, *Pick-Poke-It*.

WHERE ARE THEY NOW?

A RIVAL DISK interface to the MGT Plus D product is that produced by Sixword. **This has the capability of running almost any program written for the Sinclair microdrives (a microdrive emulation tape is available as an option). However, some people (including myself) have had a lot of trouble contacting them.**

So here is the definitive address (that's as of 14/10/88) . . .

SIXWORD
24 Chatsworth Close
Catisfield
FAREHAM
Hampshire PO15 5LS

Good luck in contacting them . . .

Kobrahsoft **are continuing to support Spectrum +3 owners. Following on from their DICE system, they have written a disk backup program, *DB1*. This allows non-standard disks (for example, commercial programs) to be backed up so that if the disk is damaged, your money had not been wasted.**

I will look at this program in detail next month, after Kobrahsoft have a chance to get it to backup my copy of *Where Time Stood Still* (which failed in their review version of the program) – new protection methods are constantly appearing, and this type of program needs continual updating to remain useful. The price of *DB1* will be £12.95. While waiting for my incisive review, queries may be dashed of to the address below, but remember no personal replies!

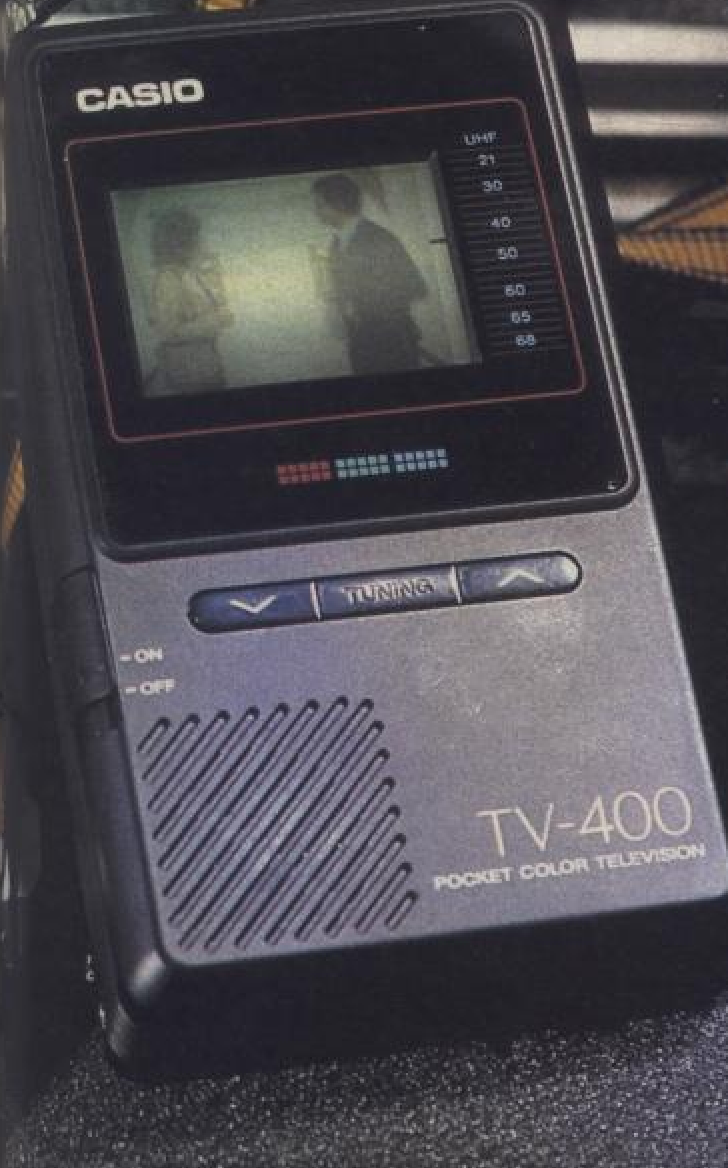
Helps and hints (but not *too* many hassles, please) should be despatched post haste to Ian Cull, Tech Niche, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB.*

FOR PORTABLE PEOPLE EVERYWHERE!!

A HANDHELD COLOUR TV AND A PERSONAL STEREO TO WIN!! (UNBELIEVABLE!)

CRASH COMPETITION





WANDERER

is not just for wanderers (or even wonderers).

I never have been very good at playing cards, Snap is about all I can ever understand, but I did try playing poker once, when I was on holiday in America (the one I won in the competition). I was in Las Vegas, and decided to try my hand at a game of cards. Ah, well, a few more years in the CRASH broom cupboard and I might make all the money back . . .

Thankfully, **Elite**'s new game ***Wanderer*** only involves pretend money. It's due for release any day now and is in glorious 3-D (yes, you have to wear funny specs again). The gambling comes in after you've blasted your way through a few aliens and can land on a planet. While you're ship's being refuelled, you can get out the pathetic hand of poker you've been dealt and swap cards with the aliens. After going round several planets, hopefully, you'll have a good enough hand to go to the middle planet and actually play a game of poker. Apparently there is one planet populated by cats, so I've been trying to teach the office cat to play poker – he's got to be better than me! – but so far all he does is chew the cards up.

Anyway back to the comp . . . Those pleasant people at Elite rang me the other day and asked for a *Wanderer* competition. I said that I would be happy to oblige, so here it is. **First prize** is a **handheld Casio colour TV and a Panasonic personal stereo cassette player**. (Hmmm, those would be great for my broom cupboard because there's no electricity plugs in there. All I have for illumination now is a candle, or sometimes a torch if I can borrow Lloyd's.) Also going to the lucky winner is an **Elite T-shirt** and an **Elite Goodie Bag**. As for the next **25** names out of the bag, they'll all receive a copy of *Wanderer*.

Now, how to win. All you imaginative people out there with a spare hour or so in your Christmas Hols, I'd like you to imagine that you are the hero of *Wanderer*, zooming around the various planets playing poker with the inhabitants. Got the scene in your mind now? Good, now in **no more than 200 words** write a short story of your journeys. You can make it as humorous or serious as you like, but no more than 200 words, please. When you've finished, pop your entry into an envelope, seal it and send it to **THEY CALL ME THE WANDERER, CRASH, *PO Box 10, LUDLOW, Shropshire, SY8 1DB***. By January 1 please as the CRASH Judges' word on this, as on everything else, is final. Any hassle and they may be 'wandering' around to your house . . .

Even stuck on our large island on the edge of the Atlantic, it is impossible to ignore the European influence in our lives. And computer games, like music, are something of an international language, particularly those of the shoot-'em-up variety. While Alan Sugar informs us, in a dull monotone, that EEC trade barriers are set to fall in 1992 most European software houses are already champing at the bit to participate in the lucrative UK market.

EUROVISION

THE FRENCH CONNECTION

While several French software producers have been around for several years, and happily exported their games into other continental countries, only one or two have proved successful in the UK.

INFOGRAMES

The two founders of Infogrames – former chemical engineers Bruno Bonnell and Christophe Sapet – claim that the company was established at the bottom of a garden in Lyon. They both shared a passion for computers and borrowed some money from family and friends alike to start their own software firm.

In four short years, Infogrames has continued to grow and now, although still based in Lyon, the company has offices in London and Holland and employs over 150 people in all. In France, the company has also been involved with the Minitel system (a sort of French version of Prestel's teleshopping/booking facilities, as discussed in Issue 58's Comms – around 90% of French householders have a terminal!).

Infogrames has had success on all the major formats throughout Europe, including the UK where it first entered the scene in the summer of 1986, with the role-playing adventure *Mandragore* (79%, Issue 32). This minor success was soon followed by the positively French-flavoured murder mystery adventure *L'Affaire Vera Cruz* (85%, Issue 34).

Two more excellent Spectrum adventures were released in 1987. As in *L'Affaire Vera Cruz, The Sidney Affair* (86%, Issue 40) put the player in the role of a diligent detective, trying to solve a murder. *Inheritance* (86%, Issue 41) was a three-part adventure about an eccentric aunt's strange will, requiring you to win a million dollars in a Las Vegas casino to claim your inheritance.

A change from this spate of adventures was *Prohibition* (59%, Issue 43) where gun-toting gangsters suddenly emerge from behind the scrolling scenery to fire at you. Despite some beautifully-drawn characters the game was not thought to be up to Infogrames' high standards. But some five months later, *Sidewalk* (87%, Issue 48) appeared with more game content to go with the detailed graphics.

Since then, Infogrames have rather neglected the Spectrum, but with the massive success of *Captain Blood* (released on one of Infogrames' other labels, ERE International) in its Atari ST form, a Spectrum version of this classic space adventure is due before Christmas.

Also coming to the Spectrum in the near future on Infogrames' Cobrasoft label is *Action Service*, which takes place in an army-training camp where assault courses featuring barbed wire, rope swings and vicious Alsatians. Should all this is be too easy for you (or too hard) alternative courses can be designed with the included construction kit.

And finally if you ever wanted to jump off buildings (don't do it!) or roll your car over umpteen times (certain people at Newsfield have already attained this feat) (although no-one on CRASH yet, touch wood! – Ed), *Stuntman* is promised to deliver all the thrills and spills of the real thing.

It looks like Infogrames are back with a bang on the Spectrum scene.

LORICIELS

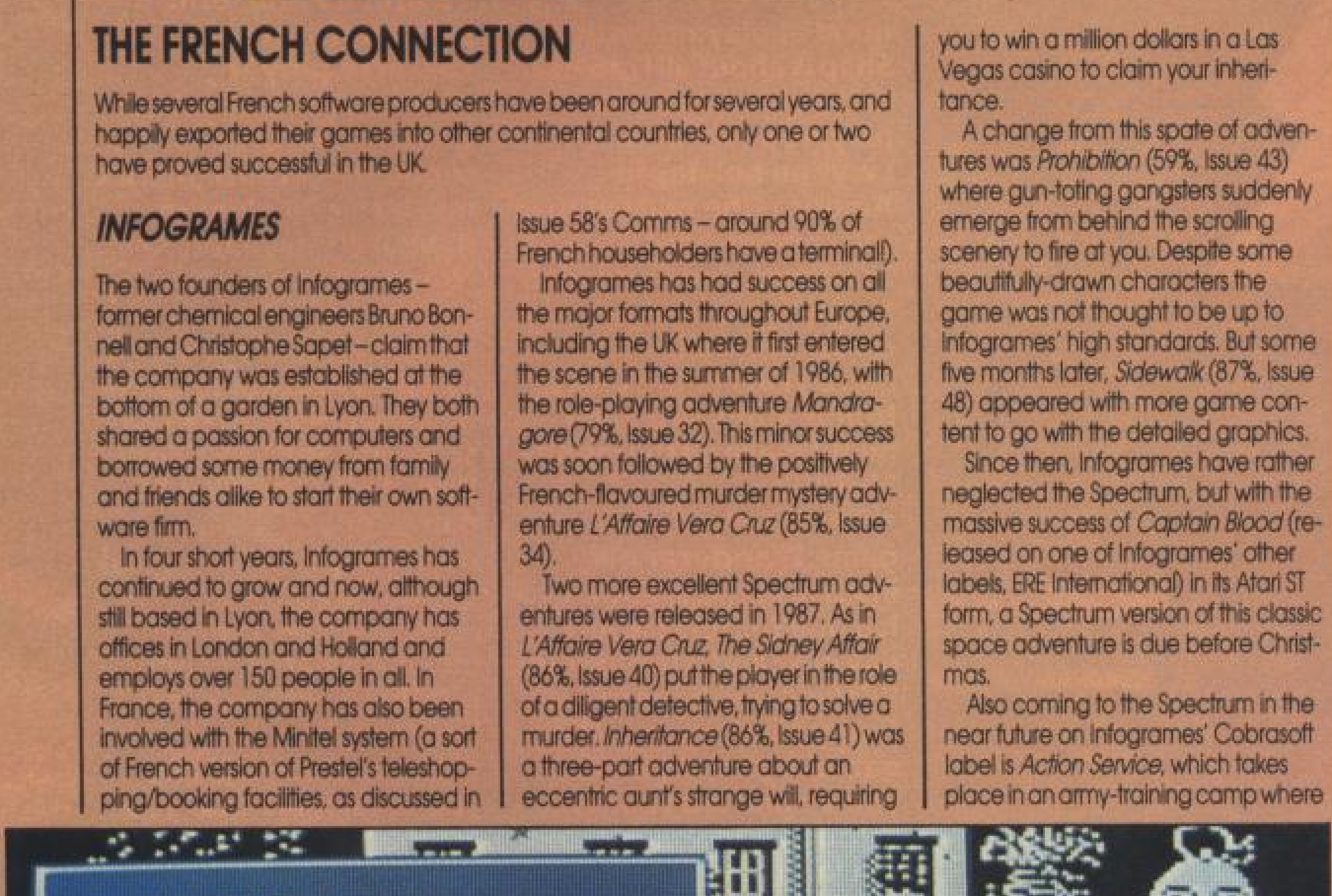
Way back in 1983, two young Frenchmen, Laurant Weill and Marc Bayle founded the software company Loriciels. It was an instant success story: after only six months they'd set up their own marketing and publicity department – helping the new software house to sell over 200,000 units (cassettes and disks) in its first year of existence.

Yet rather than concentrate purely on the games side of the business, Loriciels also became involved in producing languages and utilities. Marc and Laurant's ambitious aim was to innovate in every type of software.

Soon after its founding, the rapidly expanding Loriciels formed its own distribution division, called Loridif, and to allow retailers to order software 24 hours a day, a Minitel (see Infogrames) ordering service was initiated.

To further expand the horizons of this extraordinary company Marc and Laurant also developed two further divisions: Priam, specialising in both educational and business software, and Microids, which as well as producing simulation software, develops micro and domestic robots.

By 1987 Loriciels was a runaway success in Europe, but had yet to make a significant impact on the UK market. Made cautious by the failure of other European software houses here Laurant Weill decided the only way to succeed was to create an autonomous UK company, Loriciels Ltd, whose formation was announced at last year's PCW show. The British company



▶ Loriciels' very own Porsche promoting *944 Turbo Cup*



employs Nikki Penny as Product Manager for the UK, and uses Elite Systems as a distribution agent. This contrasts with Loriciels expansion in the US market, where its products are handled via the existing American software house Broderbund (only seen on the C64 over here).

Naturally Loriciels' ambitious plans in the UK include the country's biggest selling games machine – the Spectrum. Jumping to the fore is a renamed French skiing game, *Eddie Edwards: Super Ski*, already released on various other machines. Other planned titles due next year include *Space Racer*, a sort of 'road blasting' game with a jet-bike instead of a car, and *Turbo Cup* which involves driving a Porsche at high speeds. Loriciels are planning to sell the latter in a package containing a model Porsche, but certain high street chain stores object to the extra trouble involved – so it's doubtful whether this will now happen (pity, I've always wanted a Porsche – Ed).

TITUS

The original French software company started as a development house writing for other French publishers until 1987, when they developed their own product – the very playable racing game *Crazy Cars* (65%, Issue 52).

However, this was not released in the UK until Titus (UK) was set up and launched in December 1987 by the British company Entertainment International. *Crazy Cars* was first released here on the Amiga, Atari ST, with 8-bit versions following three months later. This is because all Titus products are developed on the 16-bit machines, but with the 8-bits in mind. Due to the Amstrad's considerable market strength in France, the French company employ a team of specialist Z80 programmers, ensuring that both Amstrad and Spectrum versions are well implemented.

Titus have recently had considerable success on the 16-bit machines with yet another driving game, *Fire And Forget* involves blasting down roads in some of the world's troublespots, battling with enemy tanks and helicopters, while collecting fuel pods. This action-packed game is currently being converted to the Spectrum, and from the screen pics we've seen, it looks very promising.

Titus also have two new Spectrum releases lined up for the new year. First is *Galactic Conqueror*, a space 3-D shoot-'em-up, containing over 400 planets on which to do battle. It is promised to contain plenty of strategy, as well as fast arcade action and is due for a January release.

Also due for a New Year release is the sequel to *Crazy Cars*, ingeniously entitled *Crazy Cars II*! Many extra features are promised, including police cars which chase you if you break the speed limit! (I don't like the sound of this – Ed.)

Titus are obviously revving up their engines for a bright future.



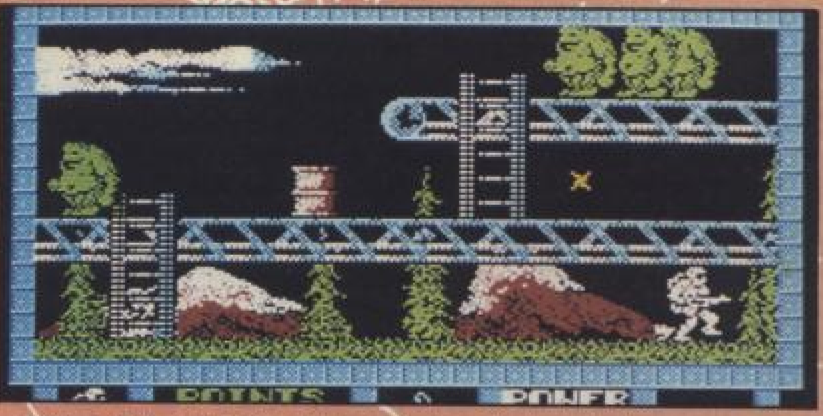
SPANISH AFFAIR

Spain is the second-largest Spectrum-owning country in the world (after the UK), but only two of its software companies have broken into the UK market, and both through deals with British software houses.

DINAMIC

Spain's leading software house was formally founded under the name Microdigital Soft, back in 1986, but the founders of the company had already been publishing games under the Dinamic name over a year earlier. Two of these early games, the boxing game *Rocco* (70%, Issue 19) and the arcade adventure *Profanation* (78%, Issue 19), were licensed in the UK by Gremlin Graphics.

But it was in 1986 that Dinamic had one of its greatest successes in Britain with *West Bank* (84%, Issue 25), again licensed by Gremlin. The action takes place in a Wild West bank, where you try to prevent a variety of baddies from robbing the bank. Other releases that year included two Code Masters games, *Phantomas* and *Vampire* as well as *Camelot Warriors* (licensed by the now-defunct Ariolasoft).



1987 saw further UK success, this time through Ocean/Imagine with titles such as *Army Moves* (54%, Issue 41), *Game Over* (55%, Issue 44), and *Freddy Hardest* (87%, Issue 47). Then came Dinamic's most successful Spanish-selling game to date (although not really a best-seller over here), *Basket Master* (73%, Issue 51) – selling over 90000 units in Spain, making it Spain's highest selling computer game EVER!

In three successful years the company has expanded into a group of enterprises covering marketing, publicity, distribution and publishing. This group of related enterprises gives Dinamic an advantage over its competitors, as the Microdigital Soft group controls all the areas between production and retail.

Naturally, now the contract with Ocean expired, Dinamic are launching a direct assault on the UK Market. They have recently signed a deal with Electronic Arts who will be distributing their products throughout Europe (excluding Italy, Portugal and of course, Spain). The first game released under the new deal was *Game Over II*, which received a respectable 60% in last issue.

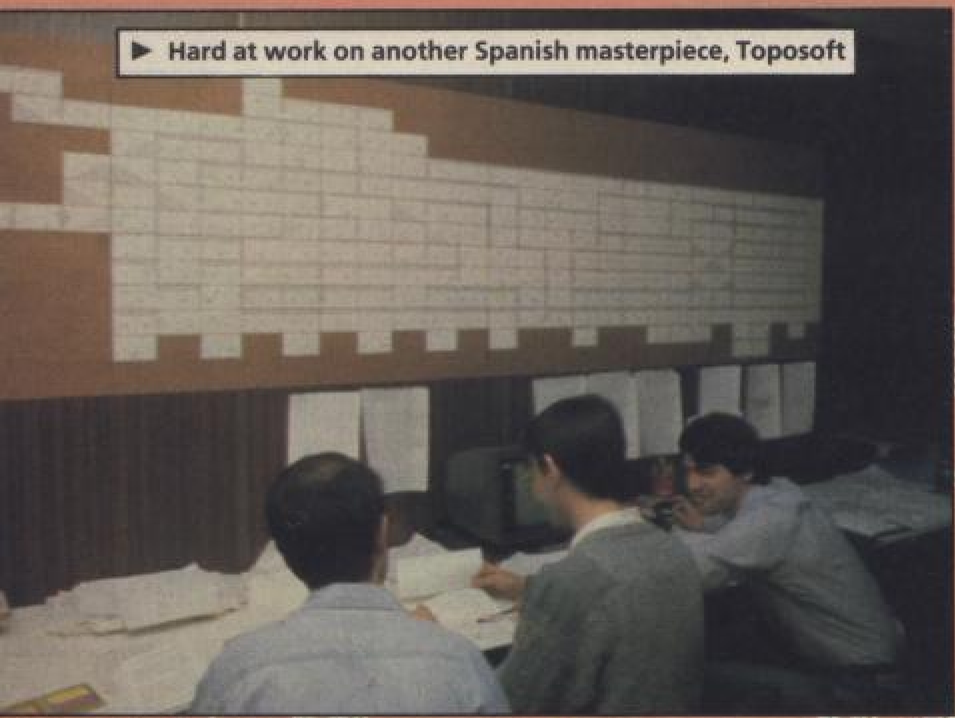
Early next year should see the release of the sequel to *Army Moves*. The action in *Navy Moves* will take place on the sea and will involve sailing across the horizontally-scrolling screen, fighting against enemy boats. Then it's time to don your wetsuit and dive into the deep blue ocean, equipped with a harpoon to fight off dangerous sea creatures such as octopuses and sharp-toothed sharks.

Two further releases are already planned for 1989: *Aspar GP Master* and *After The War*. 'What does Aspar mean?', you ask. Well apart from meaning 'slipper' in Catalan (PUKE – Phil's Useless Knowledge Encycylopaedia) it is the name of Spain's most famous (never heard of him) motorcycle champion on whose racing exploits the game is based. Not surprisingly the game may be renamed for its release in the UK. *After The War* promises to be a novel beat-'em-up, including both armed (with machine guns!) and unarmed combat.

Dinamic hopes to have a truly dynamic future in the European software market.



▶



► Hard at work on another Spanish masterpiece, Toposoft

THE GERMAN SISTERS

Despite the popularity of home computers in Germany and plenty of specialist magazines such as *Happy Computer*, German-produced software is still fairly thin on the ground compared to France and Spain. But two programming houses have managed to sell their products over the English Channel, via major UK software houses.

RAINBOW ARTS



Rainbow Arts is one of a group of labels marketed by German trade agency, Softgold. Rainbow Arts' software is being distributed in the UK by US Gold.

Unfortunately their first intended release in the UK, *The Great Giana Sisters* (92%, Issue 55) will never be released due to the hassling from Nintendo, who reckoned it looked too much like *Super Mario Brothers* (fair enough, it looks a bit like it . . ., well, if they'd produced a decent *SMB* in the first place it wouldn't have been needed, would it?). But even worse luck was to follow. Rainbow Arts' next scheduled release *Katakis*, was also withdrawn, this time due to the threat of legal action from Mediagenic (owners of Electric Dreams), who weren't pleased at the game's resemblance to *R-Type* (CRASH Smashed in this issue). And it looks like the planned *The Great Giana Sisters II – Arthur And Martha In Future World* will also never see the light of day. What an unlucky bunch of chaps, you may think.

But never mind, Rainbow Arts still have some more goodies planned (provided no other company objects) with the strange cave game, *Realm Of Trolls* (probably not to be seen on the Spectrum, though) and the even more ominous-sounding *Mutant Hell*. Rainbow Arts always guarantee addictive, playable and original games.

MAGIC BYTES

The other German software house which has broken into the UK market is Magic Bytes, who recently released – via Gremlin Graphics – *Pink Panther* across all the major formats. Unfortunately the game was not well-received, so let's hope that their future releases, including another cartoon licence, *Tom And Jerry*, are a mite better. Also due for release in 1989 are *Night Dawn* and *USS John Young*. More details about these and other Magic Bytes releases will be appearing in the Previews section within the next few issues, so watch that space!

TOPOSOFT

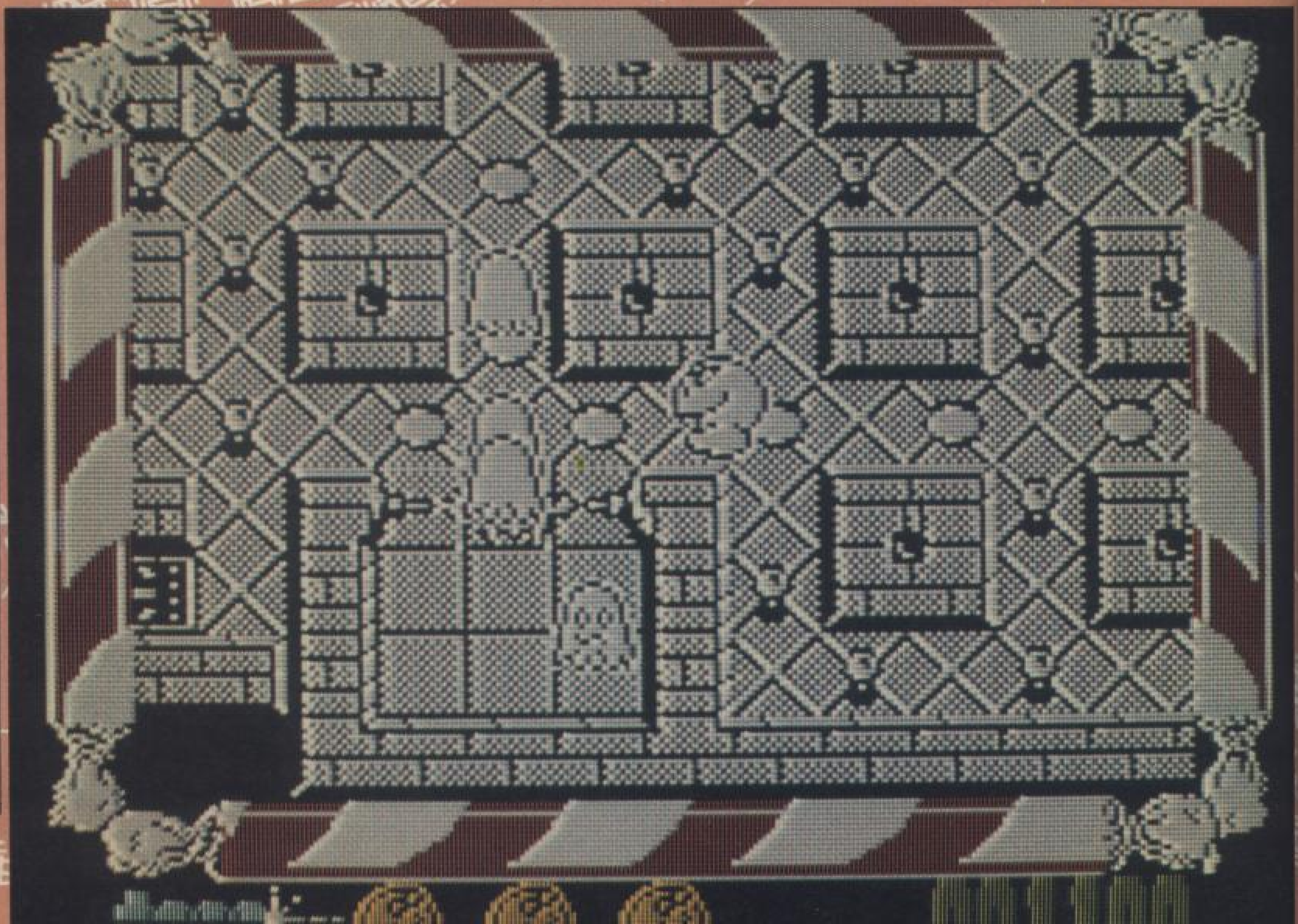
Toposoft have recently had success with *Mad Mix Game* (which earned an impressive 85%, last issue). This *Pac-Man*-style game features twelve levels of crazy action, including oodles of whacky features – the Spectrum version was written by Raffaele Gomez.

However not many people realise that the Spanish programming house had earlier success in Britain with other Spectrum games, through various British software houses. The most notable of these early titles was *Survivor* (70%, Issue 44), released again by US Gold. This arcade adventure featured a massive spaceship play area with some very colourful graphics.

Although Toposoft don't have the financial 'muscle' of their compatriots Dinamic, they too are aiming to continue their success in the UK.



► Toposoft



STAR WARS

RETUR

The third fabulous game of the Star Wars trilogy!

A stunning direct conversion of the coin-op which follows the thrilling action of the movie.
Three great levels of gameplay. . .
In the first level you are Princess Leia on her Speederbiker rushing through the forest of Endor.
Level Two sees you controlling Chewbacca's Scout Walker.
On level Three you are Chewbacca and Lando flying the Millennium Falcon.
Fight off T.I.E. Fighters, survive the lethal tube, blast the reactor and turnaround from the exploding Death Star.



A MAJOR ARCADE COIN-OP HIT



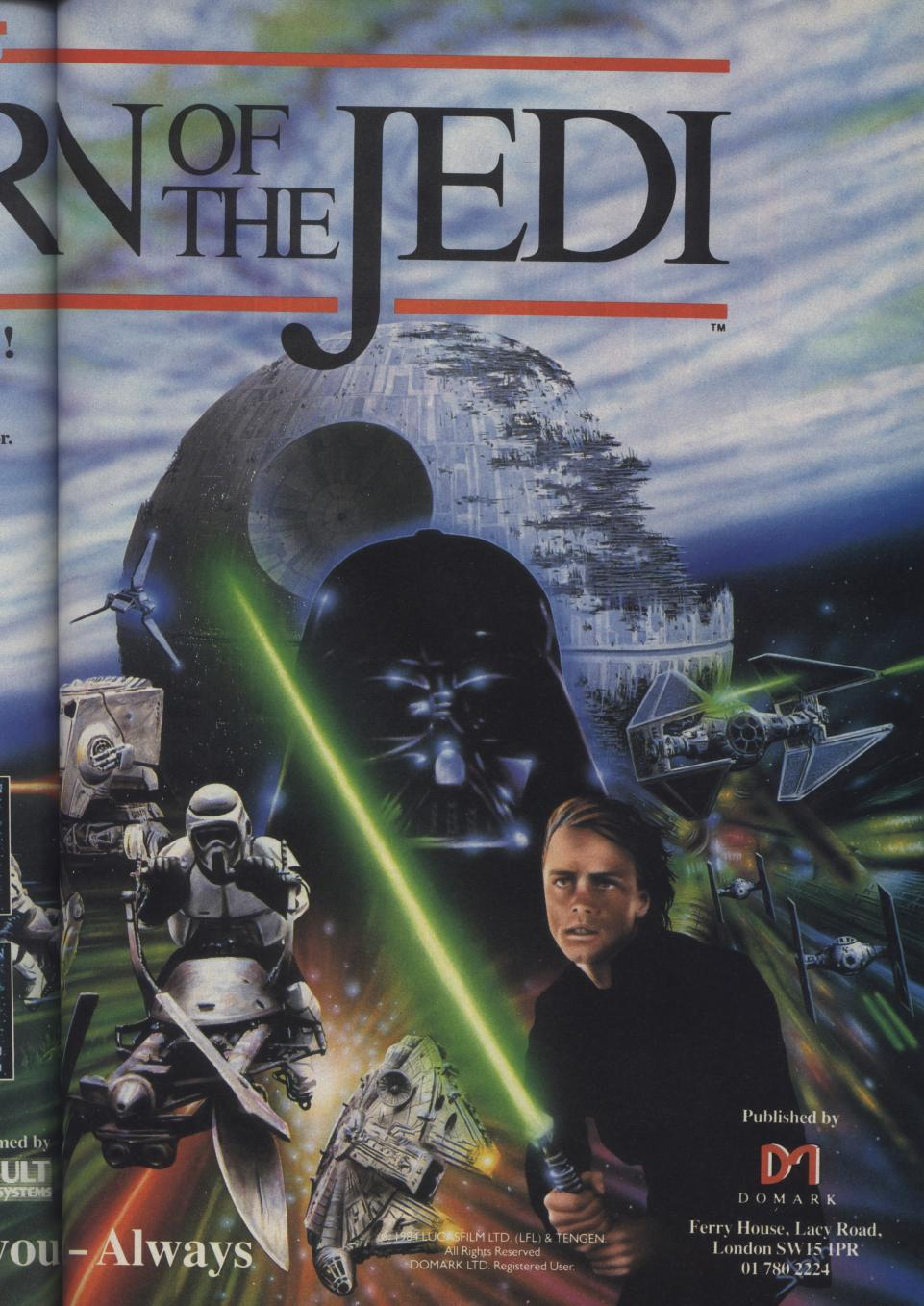
LEVEL 1 · LEVEL 1 · LEVEL 2 · LEVEL 3

	Cassette	Disk
Spectrum	£9.95	£14.95
Commodore	£9.95	£12.95
Amstrad	£9.95	£14.95
Amiga		£19.95
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Programmed b

CONSUL
COMPUTER SYST

May the Force be with yo



OF THE JEDI
™
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TYPHOON
Soar through wave after wave of flying death in your armour-laden helicopter, scream through the skies in your F-14 as you take on the seemingly limitless hordes of mechanoid invaders, whose sole intent is total domination of the Earth. The storm is raging as the war is fought in the skies. TYPHOON – the Konami coin-op now for your home micro featuring fast scrolling and 3-D, frenzied dog-fighting, accumulate a vast array of deadly weapons. Six levels of pulse pounding excitememt. Each culminating in a devastating adversary.
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CRASH
ZX SPECTRUM
THE
CHRISTMAS
PUZZLE
PAGES

PUZZLED?

So what's CRASH the computer entertainment magazine doing with a load of puzzles in it, you may be asking yourself? Well, don't know, actually. Seemed like a good idea at the time . . .

Lonely winter nights? Not any more!

Within the following pages are a large cross-section of all that's wise and wonderful in the world of puzzles. From crazy Christmas crosswords to whacky winter wordsearches; from The CRASH Towers board game to Santa's spiral – they're all here. There's no prizes (except for The Muncher competition), so just sit back with the well-warmed quill and enjoy yourself. Answers will be printed in next issue.

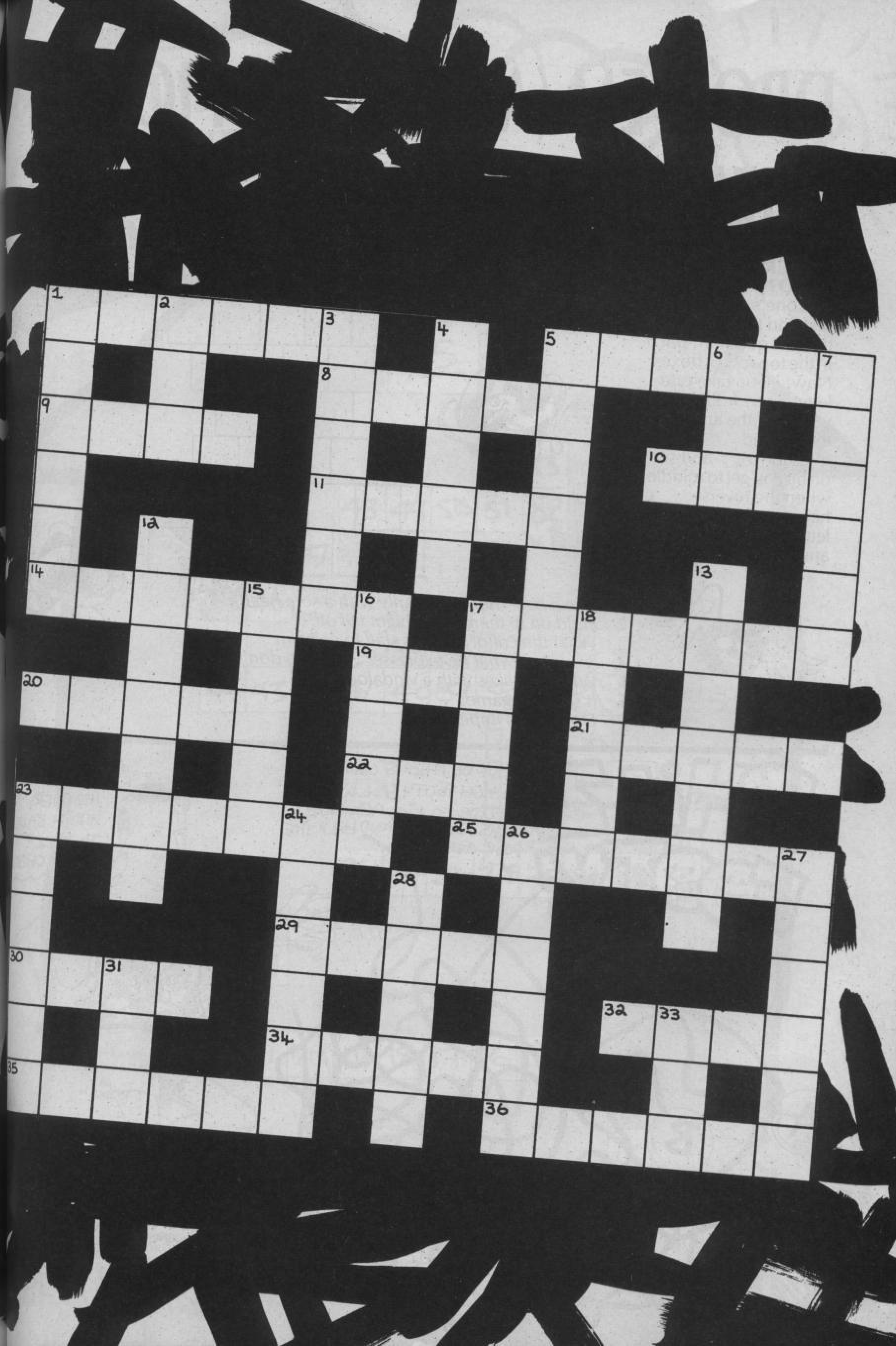
ACROSS

1 Does is rule the pop world? (6)
5 There way out sound is needed for mixing. (6)
8 What all Stock/Aitken/Waterman tracks sound. (5)
9 What all slick shirts should be made of. (4)
10 A very long and placid ditty. (4)
11 The appetizer. (5)
14 Lie back! (7)
17 Biologically green. (7)
19 Nick's favourite tracks are usually one of these. (3)
20 He's not square! (5)
21 Nick sets a new one every day! (5)
22 Hit your balls from here. (3)
23 Shopping mall singer. (7)
25 Old-fashioned disco light? (7)
29 What the Ed's car is top of (the heap – Nick). (5)
30 Lazy Monty Python star. (4)
32 Nick cools down with a few of these. (4)
34 A computer that grows on a tree. (5)
35 Shaking your love with a gorilla (of sorts). (6)
36 What every disco needs. (6)

DOWN

1 French impression. (6)
2 Dropping a penny to take a tablet. (3)
3 Sheena's a modern girl. (6)
4 Mine's a cheese and banana! (5)
5 Put your heads to the metal instead (!?!). (6)
6 Mark Caswell dropped his to become OTS writer. (3)
7 Now that's what I call smart! (6)
12 Now that's what I call Phil! (7)
13 The time it took to compile these puzzle pages. (7)
15 Samara still uses this ink. (5)
16 The worst sort of cola can. (5)
17 Watch your step Eric, your daze are numbered! (5)
18 When contributors' work is late. (5)
23 Crucial Challenge apparatus. (6)
24 Showing the old flat-capped wisdom. (6)
26 Let's hope Nick passes his next one. (1,5)
27 What Nick's disco equipment makes lots of. (6)
28 Cam ----- every twig he sees. (5)
31 The winning shot in *Match Point*.
33 All smokers have ---. (3)

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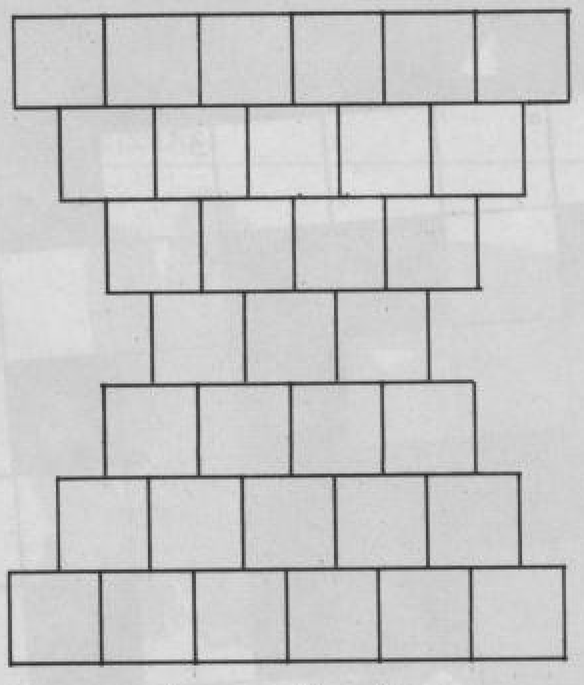


s.

DROP 'EM (AND THEN PICK THEM UP AGAIN)!

STUCK IN THE MUD?
This one's dead simple. Just find the answer to the first question, put it in the top row of boxes. Now, if you take one letter away from it, you'll get the answer to the second question . . . and so on till you get to middle, when the reverse happens. Just add a letter to get the correct answer. Simple!

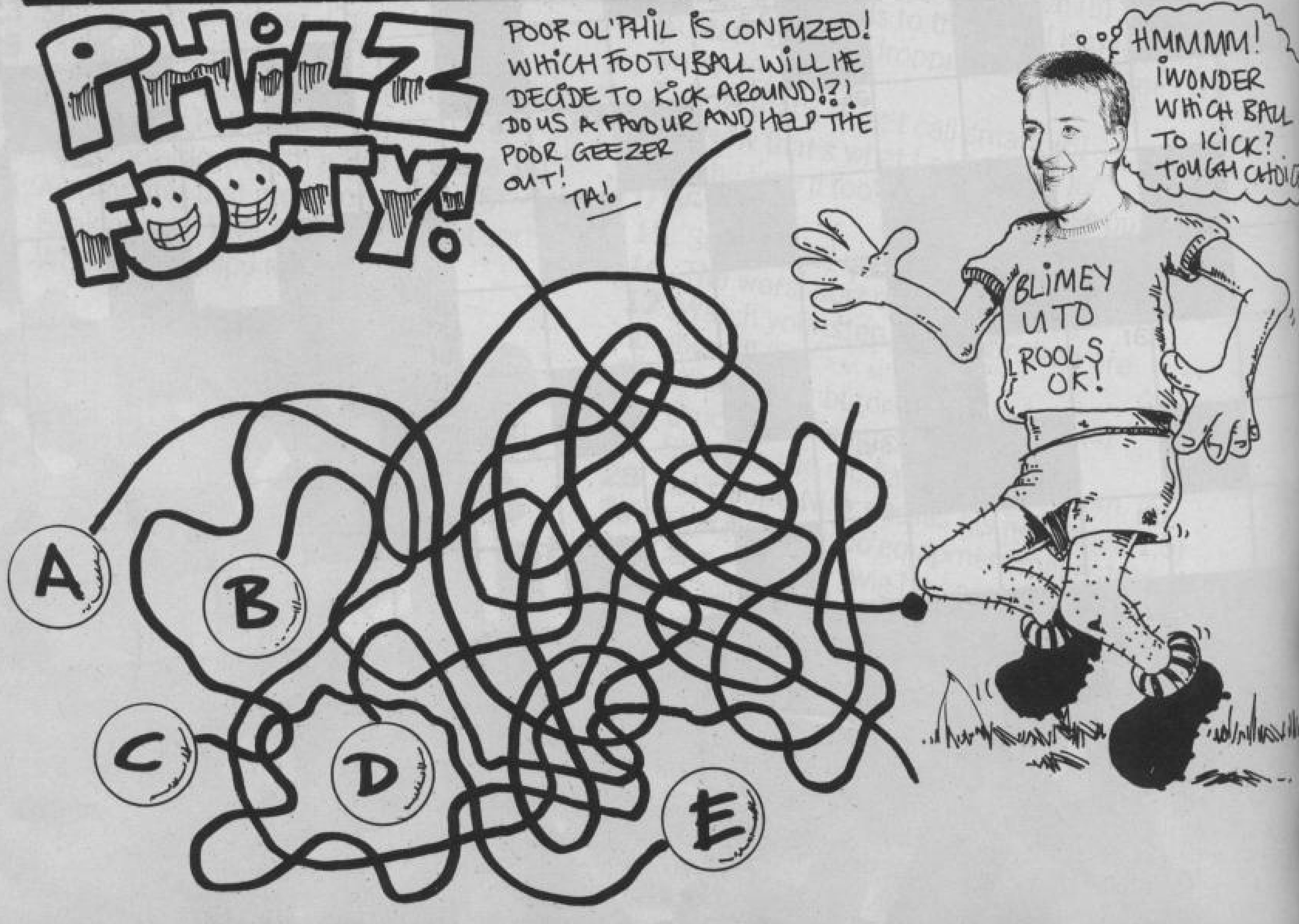


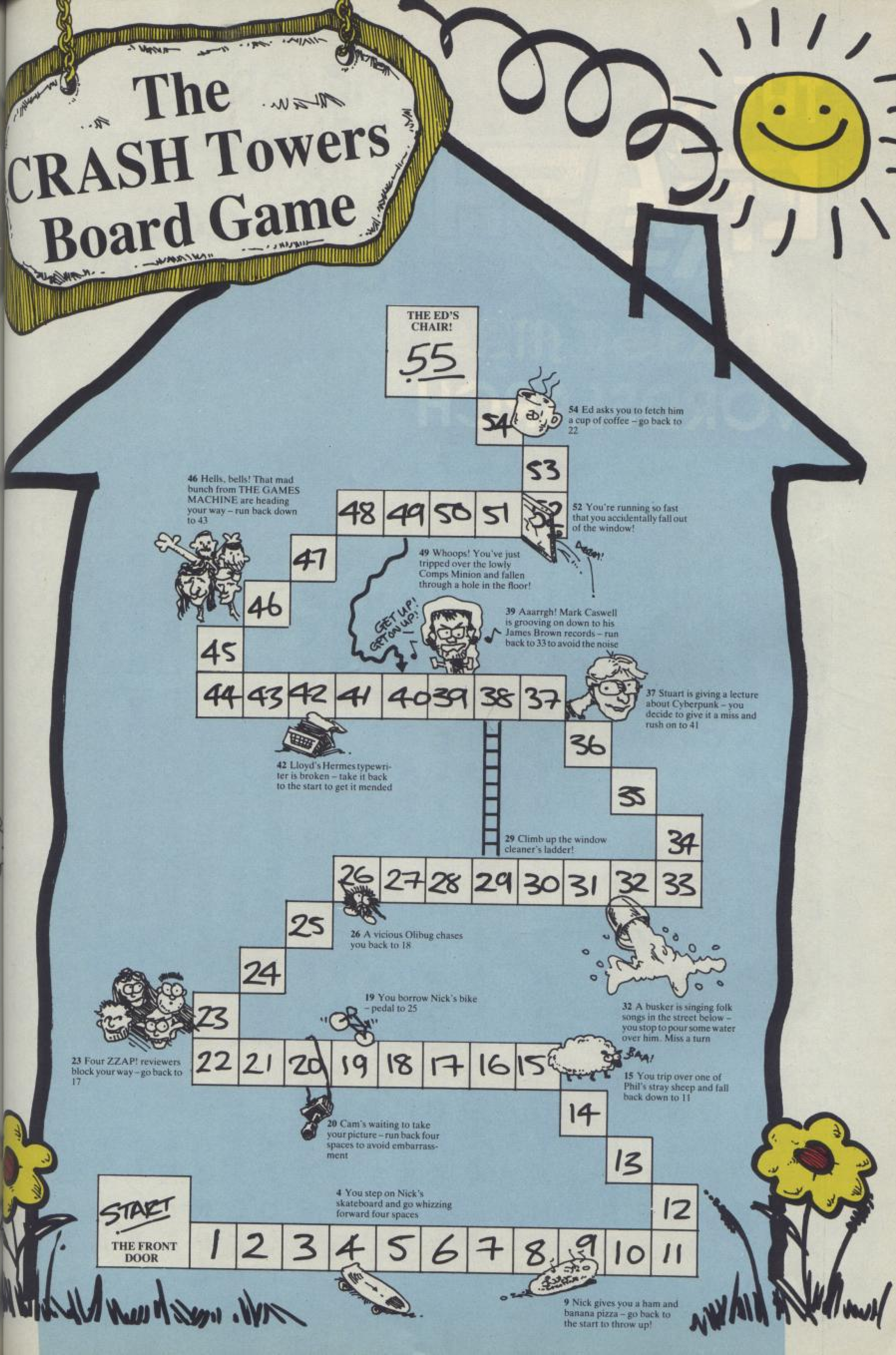






1 *Like a bear (not necessarily with a sore head).*
2 *Hold on to them, you might fall off!*
3 *What the Editor likes his staff to call him . . .*
4 *. . . And what he expresses when we don't!*
5 *What Phil likes with a vindaloo.*
6 *It's a PBM game!*
7 *Down with imperialism!*




The CRASH Towers Board Game
START
THE FRONT DOOR
1 2 3 4 5 6 7 8 9 10 11
12 13 14
15 16 17 18 19 20 21 22
23 24 25
26 27 28 29 30 31 32 33
34 35 36
37 38 39 40 41 42 43 44
45 46 47
48 49 50 51 52
53 54
THE ED'S CHAIR!
55
4 You step on Nick's skateboard and go whizzing forward four spaces
9 Nick gives you a ham and banana pizza – go back to the start to throw up!
15 You trip over one of Phil's stray sheep and fall back down to 11
BAA!
19 You borrow Nick's bike – pedal to 25
20 Cam's waiting to take your picture – run back four spaces to avoid embarrassment
23 Four ZZAP! reviewers block your way – go back to 17
26 A vicious Olibug chases you back to 18
29 Climb up the window cleaner's ladder!
32 A busker is singing folk songs in the street below – you stop to pour some water over him. Miss a turn
37 Stuart is giving a lecture about Cyberpunk – you decide to give it a miss and rush on to 41
39 Aaarrgh! Mark Caswell is grooving on down to his James Brown records – run back to 33 to avoid the noise
GET UP! GET ON UP!
42 Lloyd's Hermes typewriter is broken – take it back to the start to get it mended
46 Hells, bells! That mad bunch from THE GAMES MACHINE are heading your way – run back down to 43
49 Whoops! You've just tripped over the lowly Comps Minion and fallen through a hole in the floor!
52 You're running so fast that you accidentally fall out of the window!
54 Ed asks you to fetch him a cup of coffee – go back to 22

THE CRASH ZX SPECTRUM CHRISTMAS WORDSEARCH

PICTORIAL PONDERING THROUGH THOSE COLD CHRISTMAS NIGHTS

J R O T I D E R M S L F I L I U R K M O I U T G M

C H I E E J L H I F M E H N D S D Q X J E T M A N

R I T N A M E N O E G A S A L A I A M H B L T U H

X L S P K E C R L D A L A W O L D U L R P E O S P

A V T H N L E C L I Y X R H E S T N E S E R P O A

I A N K A C R F E D Y L C T N E R S E R E A C P U

I O A I O O U R I N G P D E S A K H E L G O E K A

T A R M U W A R T N N W S T R E M T E R B R T B T

N T A C I M E U A E R E O S C D E A S O H A O Y U

A S H S I M A M T A B L A I V T E I R C E D Y E S

A E K I N S W K N O T T T R C Y S F O E R E S L E

R K I G I O S A V M A S S X A T P H E A M V A R H

G E R H N U R E X P N C E E I P E S R O T A J R L

E R N S A N R B E J C H I O P T L E N E L I C E M

I E W O O W N E T K I M F A A L M G Z A L B E G N

V X R E D R H C A E N E U P S R A A T H E H O E O

O N J O O S I C S U G R R T R A W I E H P T S U G

M A R I A N O I L O A Z A W E S M K A T L O N R U

O F S E V E R L M R C E A N W T A X Y W A R I K B

L F T O N P Y E N O U O I D E R T E R A C T A Y I

A I E A R T I S T E P R G S I K V Y A E S A M D L

S T N E L L K L A W V C N I V P A Z Z E H R B D O

R A T D S E R R N U E I B L E S U L N L E T O E W

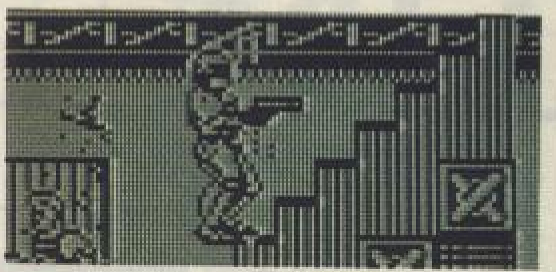
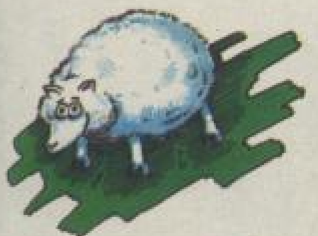
X N L O R E B O T C O A M U R T C E P S A N A R J

E I C A T E R A E F A D E C L L I V A N S L L F J



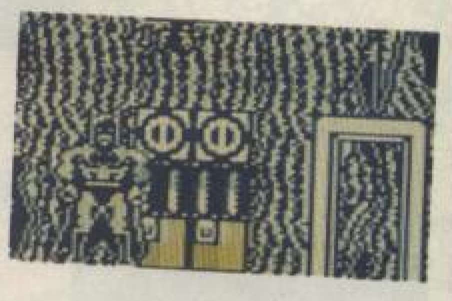




FUEL
LEVEL




ULTIMATE
PLAY THE GAME
PRESENT
JETMAN





WHAT ARE THEY LIKE?

JUST FILL IN THE GRAPH WITH THE ATTRIBUTES OF EACH PERSON. WE'VE DONE ONE FOR YOU (Colin is 12 years old, but what does he like?).

CLUES

1. *Colin is only 12-years-old and loves strategy games.*
2. *Neither Adam or the edlest owsn an Atari ST computer.*
3. *David likes either sports simulations or shoot-'em-ups, and is younger than the 15-year-old Amstrad owner, who is not an adventure fan.*
4. *Liz the C64 owner is older than the owner of the Spectrum.*
5. *The Amiga owner likes arcade adventures.*
6. *Brenda doesn't own an Amstrad and is not 13.*
7. *The 14-year-old is the shoot-'em-up fan.*

Confused? Well don't blame us – Nick Roberts is the one to blame for this one.

	COMPUTER					AGE					FAVE GAME				
	SPECTRUM	COMMODORE 64	AMSTRAD	ATARI	AMIGA	12	13	14	15	16	ARCADE ADVENTURE	ADVENTURE	SHOOT-'EM-UP	SPORTS SIMULATION	STRATEGY
ADAM															
BRENDA															
COLIN						✓	✗	✗	✗	✗					
DAVID															
LIZ															
ARCADE ADVENTURE															
ADVENTURE															
SHOOT-'EM-UP															
SPORTS SIMULATION															
STRATEGY															
12															
13															
14															
15															
16															



10 HUNGRY CRASH READERS STANDING ON THE WALL



ALONG COMES A GREMLIN TO GIVE 365 PACKETS OF CHEWITS TO THEM ALL

(not very plausible – Ed)

THE MUNCHER

Do you remember the advert that was shown on TV a few years ago, featuring a large monster who stomped on various cities around the world before some guy, called Chuck, stopped him with a packet of Chewits? Probably not. What's this to do with the new (well, in fact we reviewed the game under a different title – *T-Wrecks* – in Issue 56, 80%. Confused?) **Gremlin Graphics** game ***The Muncher***? Well not a lot, except that it stars a large, and very annoyed Japanese monster whose eggs have been stolen by a bunch of meddling scientists.

Naturally she's more than a bit peeved and decides to go on a bit of a rampage, teaching those horrible humans a thing or two about mangling, maiming, and being generally offensive.

Rather than phone up about the competition details, Gremlin thought it would be clever to send a large, and very green, refugee from a Japanese B movie to deliver them in person – show-offs. But although he's well-trained, the old monstrous instincts took over and he accidently, hmmm, sat on the CRASH offices. The slip of paper reached me after a large green scaley arm poked through the door to my cupboard ruins.

I hope you've a sweet tooth, because Gremlin have arranged for the first ten names – picked out of the building by the jolly green monster – to win **365 packets of Chewits** (a year's supply they said – lucky 1989's not a leap year). You too could be a hero like Chuck (for a year, at least).

So what do you have to do to win more packets of sweets than you can shake a monster's tail at? First, study the simple puzzle on this page, work out the correct route, and send in your answer – preferably not by monster, dragon or any other large reptile – to the address provided. And before the January 1 please, or we will set the Gremlin monster on you (same goes for bending the rules – CRASH Judges). So get the answer off (postcards, please) to . . . **COME BACK CHUCK, CRASH, *PO Box 10, LUDLOW, Shropshire, SY8 1DB.***

Along which road must Gremlin's horrible monster travel if he is to reach the packet of Chewits?





THE MAMMO

ACROSS

1 Are these two prehistoric characters bearing the brunt of soreness? (6,6)
4 First name of character who starred in the game with built-in primary imbalance (5)
6 This software house could become habit forming (9)
8 See 22 across
14 Amstrad's boss is such a sweet man (5)
15 Work your way up to this exalted rank with Firebird's trading game (5)
16 Deadly rival of the Grand Master of Termight (17)
19 and 10 down Mastertronic's fairground shooting game (5,5)
20 Did this assignment go by the geographical text book (5)
21 Name of Softek's caveman who enjoys stealing dinosaur eggs (3)
22 and 8 across Darth Vader's revenge (3,6,7,4)
23 Comic created by Don Lawrence, the 'father' of Dan Dare (5)
25 You would have to be a Berk to go down there (8)
26 May the force be with you (4,4)
28 Do you have the Incentive to made a squashing sound (5)
29 See 32 across
30 Is this man still the copyright of Mel Croucher? (2)
32 and 29 across Name of character in the Delta 4 spoof ----- -- Sherlock (5,2)
33 Alice went to his tea party (9)
35 Gremlin used mirrors and a laser to good effect (9)
38 and 99 down And on the 8th day this game was Quilled and appeared in Issue 22 (5,5)
40 This software company will leave you all at sea (5)
41 Timothy Gloss says that you need one to see the light (5)
42 This CCS game was no market garden (6)
43 See 96 across
44 This software house does not allow riff-raff on its premises (5)
45 Was David Todd really so tiny (6)
46 They call him the wanderer (5)
48 Watchword of the alien resistance group opposed to the Termight Empire and its tyrannical overlords, The Terminators (5)
49 Chuckie laid one (3)
51 See 68 down
53 The eight-sided figure has lost all of its energy (5)
55 Title given to Mega City cops – Joe Dredd is one (5)
56 Do they motivate the software industry? (9)
58 It unlocks the fourth dimension (3,2,4)
60 Fido has been invested with super powers (5,4)
61 Tram exit for Argus Press (4,4)
63 Short Australian animal scores a double century – what a fighter (5)
64 Silversoft's systematic killer (12)
65 Re-useable spacecraft (5,7)
66 'E kips the other way round for Firebird (5)
67 Former American goes north to see Pete Cooke (5)
69 Red indian hitches a lift in a helicopter (8)
70 Indiana Jones is one (8)
72 Dare you pirate this Firebird game? (5)
75 In space no-one can hear you play computer games (5)
76 Doesn't Rainbird's stellar craft have engines (10)
77 It's a good thing that the Queen doesn't live here (6)
79 Did Binary Design call in Rentokill on this game (8)
82 Have CAT will travel (7)
83 Painting reverses in the morning, making a computer-aided board game (5)
86 Bulldog involve themselves in a family quarrel (4)
87 District Attorney says thank you for information (4)
88 Newton used one to create the first spectrum (5)
89 Greek lucky number (5,5)
91 What's this, a Dragon game on the Spectrum (8)
93 and 95 down You have to be fast on the draw with this Mastertronic game (5,4)
96 and 43 across Star of Ocean's p-p-pick up a Penguin game (6,5)
97 See 97 down
98 Card game made famous by Sam Fox (5)
100 In short, engineer Edward (10,3)
103 If you want a Positive Image, look out for this dwelling (11)
106 See 57 down
107 Mr Big is in for a rough time (8)
108 Don't mess with this software company, you may find yourself flat on your back (7)
109 Don't drink that, it's illegal (11)

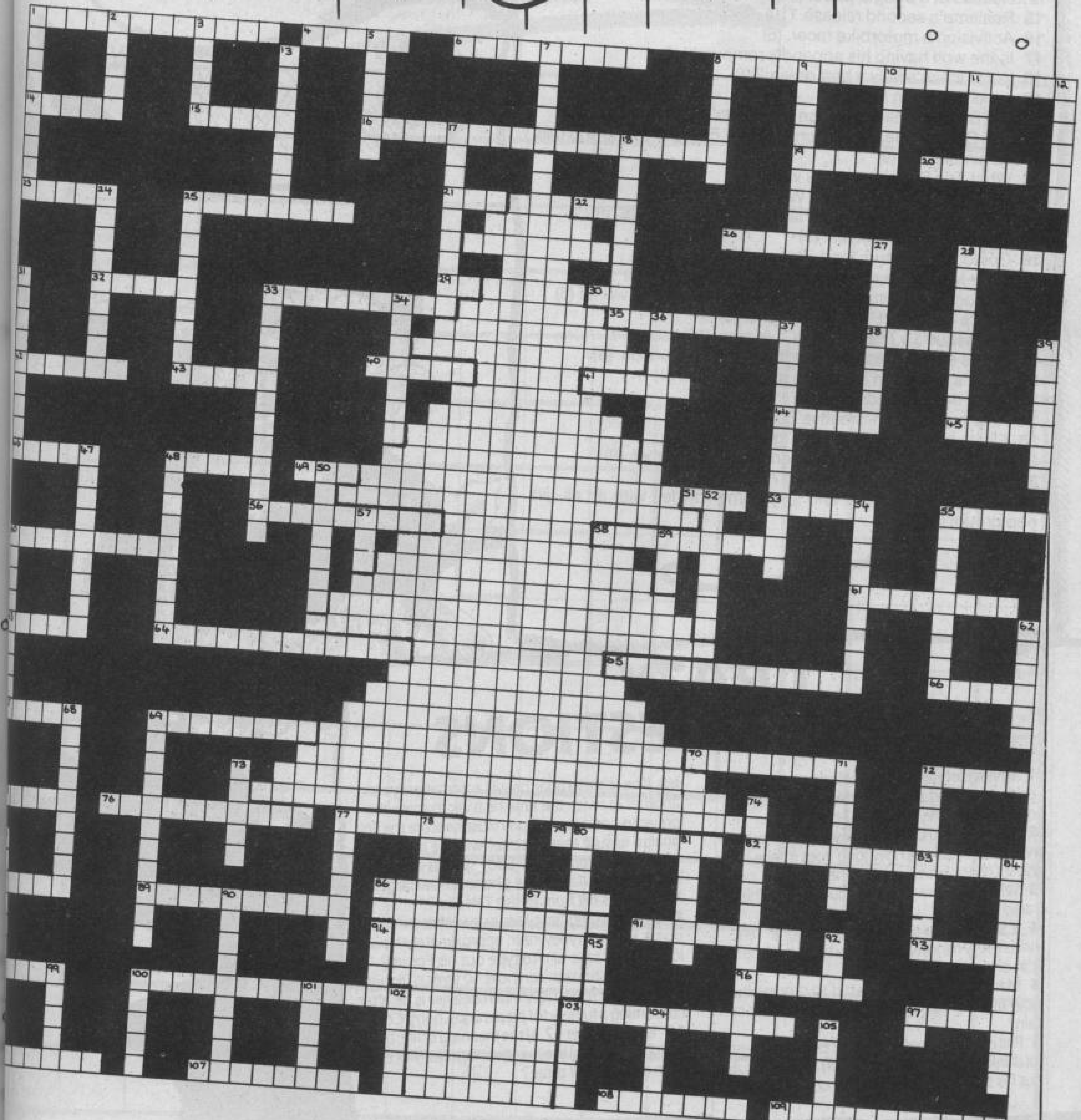
DOWN

1 They should have called in Bombjack to deal with this one (9)
2 Rescue attempt by CRL way back in Issue 3 (5)
3 Mr Lee's first name (5)
5 Does Ripley dream of electric androids (6)
7 Everyone's favourite computer magazine (5)
8 Some lucky person may have shouted this word when they had solved the clues in this search for the pieces of a Temporal Talisman (6)
9 Was this racing game a Thorn in Graham Wisdom's side (4,5)
10 See 19 across
11 See 28 down
12 A blocky puzzle game that is unlikely to become a CULT hit (6)
13 Another name for the fiery Phoenix (8)
17 Code Masters excel at this type of game (9)
18 Activision's pillage of a natural waterway (5,4)
24 Japanese contestants on the pain threshold (9)
25 Did Microsphere consult Casey Jones when programming this game (5,4)
27 Steve Crow's stellar tremble (9)
28 and 11 down David Perry gets involved with some heavy metal (9,5)
31 Arnold Schwarzenegger's long haired alter-ego (9)
33 Magic Knight woz 'ere (12)
34 Pete Cooke is on taut ice (3,4)
36 Lee Majors took a tumble in this one (4,3)
37 This GI likes CHIPS (5,7)
39 Did Ace carry out the provisions of a will? (7)
47 Did this Bulldog game blow itself up for nothing? (9)
48 Did Halley play this? (5,4)
50 Power failure, look for one of these little fellows (7)
52 CRL's rejected person (7)
54 Rally driver has a bad dream (9)
55 Used to control an aircraft – as well as a computer game (9)
57 and 106 across Redshift travelled to the White Mountains in search of these three legged monsters (3,7)
59 Luke Skywalker cut a few of these as he battled with the Empire's fighters (3)
60 Cosmic Caledonian crone (9)
62 The Ultimate way to estrange someone (6)
68 and 51 across The eyes have it for this mutant bounty hunter (9,3)
69 Imagine coming down to earth on a famous bobsleigh run (5,6)
71 Activision's monster game will certainly bring the house down (7)
72 Oh no, not another pirated Firebird game (9)
73 These red and blue monsters battle it out on a distant planet (5)
74 An unlikely hero, this bird even smokes cigars (6,3,4)
77 The flaming bird is spelled wrongly – what a Megadodo (7)
78 Firebird twist Lucy into 3-D (4)
80 This guy found himself to be the target for some nasty villains (4)
81 Famous film character created by Edgar Rice Burroughs (6)
84 Shopping has never been such fun (4,2,5)
85 Activision had a great short run with this (11)
90 Samara's type of game (9)
92 Male sheep (3)
94 Set the stakes on a poker game (4)
95 See 93 across
97 and 97 across Gargoyle's journey to the stars (2,5)
99 Don't push him (5)
100 See 38 across
101 Bug Byte's scene of conflict (5)
102 On the day it is 50 interfaces (5)
103 Was this Break-Out variant really barmy (5)
104 Frodo, along with many others tried to become Lord of the ----- (5)
105 US Gold's sword-wielding caped crusader (5)



H CHRISTMAS





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CLUES

1 An Archimedes quote on the Spectrum! (6)
2 Pete Cooke's follow-up to *Tau Ceti*. (7)
3 This famous bear made a fishy appearance on the Spectrum. (4)
4 A 'reincarnated' software label. (7)
5 An upper-class group of programmers? (5)
6 An excellent pre-*Cybernoid* from Raffaele Cecco. (6)
7 Hewson's 'rotating tower' game. (7)
8 An early *Defender*-type game from Softek. (9)
9 The bad ones were red and the goodies were blue. (5)
10 David Jones's second Magic Knight game. (10)
11 The first Freescape game. (7)
12 Lothlorien's soldiers didn't have square bonces! (10)
13 Quicksilva's dog was radioactive. (9)
14 US Gold's futuristic Namco conversion has recently been re-released at a budget price. (10)
15 Realtime's second release. (10)
16 Activision's motorbike racer. (6)
17 Is the wolf having his appendix removed? (9)
18 Was Ocean's rally a bad dream? (9)
19 Level 9's green isle. (7)
20 Did Barnes Wallace design this game? (10)
21 The Chicago Bears took on the New England Patriots in this sports simulation. (9)
22 What Eric Bean's gnomes were. (4)
23 Was this lucky for Games Workshop? (8)
24 This famous French general was at war with CCS. (8)
25 CRL's strange hamster. (5)
26 Could Imagine turn lead into gold. (9)
27 Dave Marshall's classic helicopter simulation. (8)
28 Micromania's jumping kangaroo was out of this world! (6)
29 Nick's favourite Raf Cecco game. (9)
30 The sequel to *The Legend Of Avalon*. (10)
31 Elite's classic Capcom shoot-'em-up conversion. (8)
32 Lissa's co-star in Firebird's budget game. (4)
33 What the 'I' stands for in *IK+*. (13)
34 An art utility from Creative Sparks. (8)
35 Elite's recent 'roadblasting' game. (10)
36 The 'mad monk' appeared on the Firebird label. (8)
37 When did Ocean's story end? (5)
38 Steve Turner's hack and slay game rhymes with an all-girl pop group! (8)

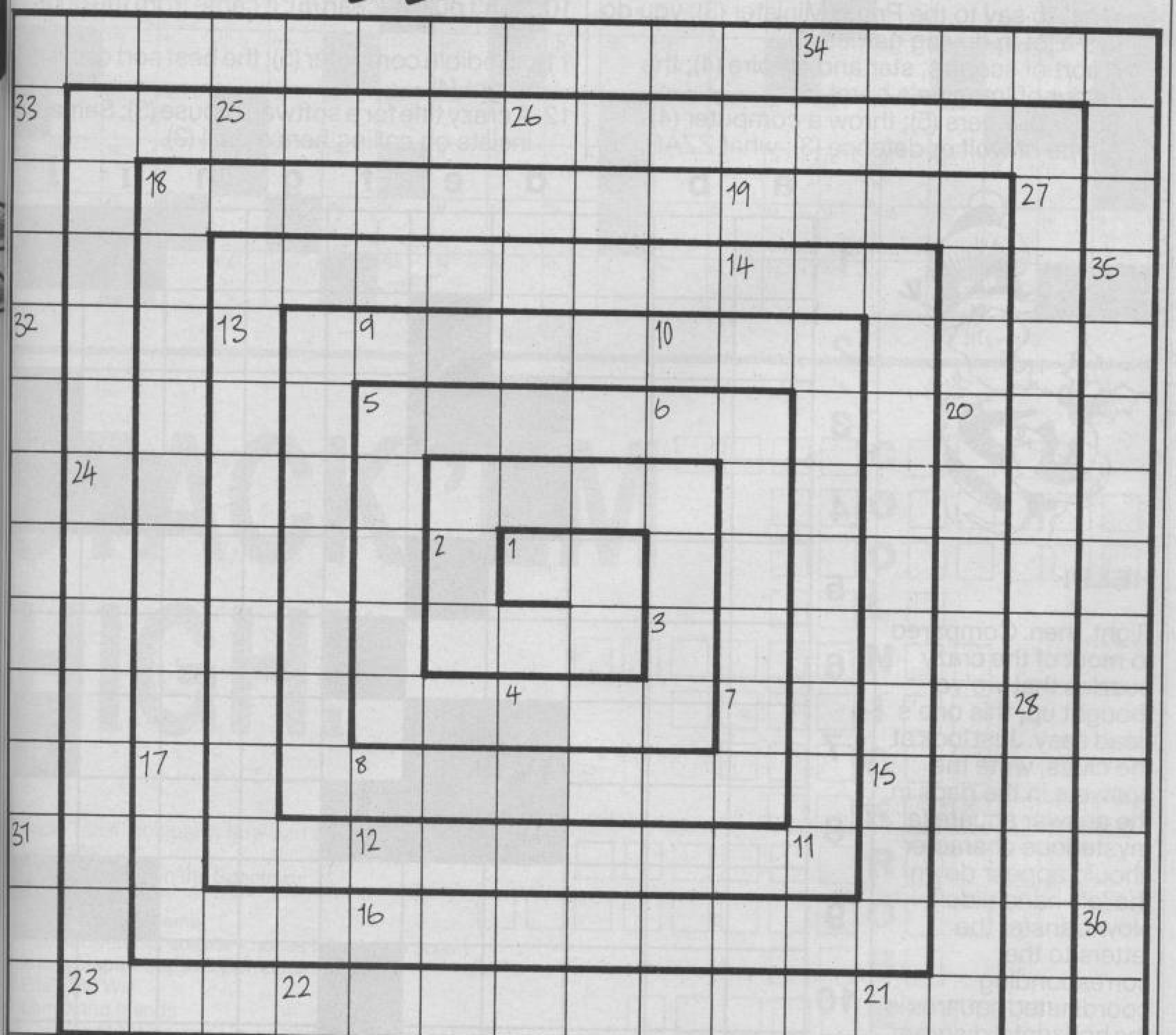


CRAZY CRASH QUESTIONS

1 If Nick can eat a 6'' (diameter) pizza in 20 seconds, how long should he take to him eat a 9'' one (of the same thickness)?
2 If it takes two CRASH reviewers two hours to review two games, how long does it take three ZZAP! reviewers to review one game?
3 Why did Dominic Handy put Persil on his radio?
4 If Stuart utters the word 'Cyberpunk' ten times every minute, how many times does he say it in one whole day?
5 Mark thinks James Brown is so groovy, but how many grooves does one of his records contain?
6 Phil is playing football for Leicester City (wishful thinking) and has just come on as a substitute, but his side are losing 5-0 with only 21 minutes left. If he scores a goal, he will automatically score another in twice the time he took to score the previous one. How quickly must he score the first goal to ensure that Leicester win the match?
7 Richard 'Promotions' Eddy spends at least eight hours a day on the phone – how large is Newsfield's bill from British Telecom?
8 If Lloyd Mangram types two words a minute on his Hermes typewriter, approximately how long does it take him to type out his Forum?
9 If Nick's stomach can hold 10 litres of liquid plus 20kg of food, how much heavier is he after consuming a full load of pizzas and Cherry Coke?
10 Is the number 42, a) the meaning of life; b) 6 multiplied by 7; c) the number of pizzas Nick eats each day or d) all three?

antor's

SOFTWARE SPIRAL



DOUBLE

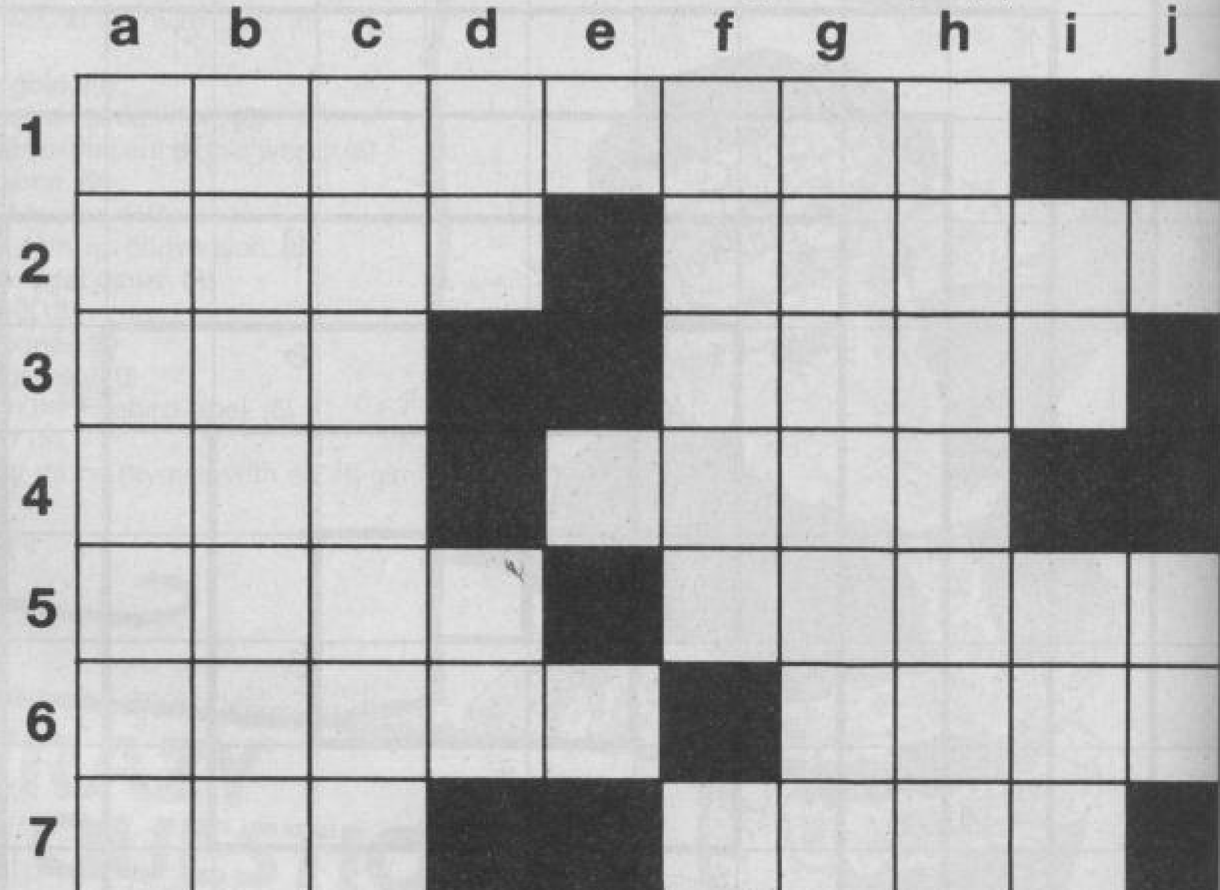
1 Mark Caswell's first artistic nickname (8).
2 US Gold's ultimate mission (4); a *Break-Out* game to drive you barmy (5).
3 The interface to have with a microdrive (3); what Hercules turned the minotaur in to (4).
4 What to say to the Prime Minister (3); you do this a lot in driving games (4).
5 A sort of sceptre, star and empire (4); the colour of Imagine's beret (5).
6 Super brothers (5); throw a computer (4).
7 A type of wolf or defence (3); what ZZAP! reviewers do when they lose the challenge (again!) (4).
8 Contemporary software generation (3); Giana's changes style (4).
9 What some adventures don't have (8).
10 Don't push Ocean (5); it came from the gods (4).
11 An edible computer (5); the best sort of score to get (4).
12 A crazy title for a software house (3); Samara insists on calling hers a quill (3).



HELP!

Right, then. Compared to most of the crazy puzzles that we've thought up, this one's dead easy. Just look at the clues, write the answers in the gaps in the answer square (a mysterious character should appear down the left-hand side!). Now transfer the letters to the corresponding coordinated squares in the horizontal diagram, to spell out yet more words. See, told you it was easy!

Who thinks up these puzzles anyway?



CROSSWORD

[illegible]	12h	1e	9b	8i	1d	10g	■	6h	■	11c	6b	7i	3h	5c	■	2f	11a	5f	■	■
■	■	10e	4e	1b	10a	■	12a	4a	■	11j	3c	2b	5a	■	11h	9h	■	7a	5j	■
■	6e	2a	1g	■	8g	12b	10d	6d	10j		■	3i	1h	8j	6a	7g	12c	■	■	■
[illegible]	9e	4g	3b	■	7b	2i	■	7f	9c	4c	■	10c	10h	2c	2h	5b	5d	8b	12i	■
[illegible]	3a	4h	■	2g	■	11d	8h	1f	11i	7h	■	12g	9f	8a	5h	10b	11b	9d	1a	5i
[illegible]	2j	■	2d	11g	11e	■	6j	5g	3g	4b	6i	9a	6c	1c	9g	4f	7c		■	■

STACK 'EM HIGH!

□□□□**C**□□□□
□□**O**□□□□□
□□**O**□□□□□
□□**L**□
□□□□□□**N**□□
□□□□**I**□□
□□□**C**□□
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□□□□**T**□□□
□□□□**S**□□□

1 Uncle Toms' company. Now part of Prism Leisure
2 Uncle Mel
3 Dave put Daley on the Spectrum!
4 Adrian or Monty?
5 Mr Week's first game
6 Former Liverpool software house fell into the ocean
7 In long, Japan Capsule Computers
8 Elite's old Wilf
9 Lion-O and friends
10 Owners of Melbourne House and distributors of the Sega console
11 David created *Starion*
12 The man beyond the land of Midnight
13 Gremlin donated the profits of this adventure to Soft-Aid
14 Their first Spectrum game was *3-D Tank Duel*
15 Fantasy's castle



COR BLIMEY!

ITS WHASISNAME!!!

YES FOLKS! HERE'S A REALLY WICKED DOT TO DOT PICCY FOR YOU TO COMPLETE! JUST JOIN THE DOTS TOGETHER TO DISCOVER OUR MYSTERY REVIEWER PERSONALITY!!! EXCITING EH?!!!?



WHACKY WORDS

Spot and correct the 20 deliberate mistakes (underneath)

LLOYD MANGRAM was using his Hermes typewriter when all of a sodden, it ceased up. 'Oh no,' mattered an annoyed Lloyd, 'and I've got no oil.' Just then, Nick Roberts rowed into the office on his bike, knocking a vase of flours onto the floor. 'Whoops,' uttered the embellished Nick, his facia as red as a beetle. Just then, in worked Phil King, wearing his grin trousers. 'Well, what a moss!' he laughed. 'Has anyone got any oil?' axed the frustrated Lloyd, his paper bog getting socked from his sweat. Well, you've nether seen anything like it; Nick produced a battle of vegetable oil, but it slept out of his hands and spelt all over the floor. This was too much for Lloyd and he elapsed onto the ancient typewriter. He immediately got up, realising that his Hermes had started working again – he was on cloud eight!

MASTERING THE GAME



A beginner's guide to fantasy roleplaying

The imminent arrival of the official *Dungeons And Dragons* licence *Heroes Of The Lance* (from SSI/US Gold) perfectly illustrates the heavy interest of the software houses in Fantasy Roleplaying. GRAHAM CALLUM explains what FRP is, how it originated and why computer games so often fail to capture its incredible depth.



The computer games market has recently been flooded by vast number of games that have FRP stamped all over them. For example you have *The Bard's Tale* trilogy, the *Ultima* series, *Lancelot*, *Dungeon Master* and even *Wizard Warz*! All of these products claim to be FRP games, but if you put them in the hands of a true fantasy roleplayer he – or she – would tell you in no uncertain terms that you've been duped. Why? Well, FRP is all about freedom of choice and no matter how well programmed a product is, you'll never get that in a computer game.

In fact the whole FRP hobby started over the question of freedom. Over ten years ago, a man called **E Gary Gygax** became fed up with the limitations that wargame rules imposed on him. He wanted his army to act as individuals, not units, so he drafted up his own rules system. After a series of revisions, he came up with a set of rules called *Dungeons And Dragons* or *D&D* as it is fondly known. *D&D* was marketed by **TSR**, a large American games company, and the game's since sold in its millions all over the world. The main reason for this was that players could 'roleplay' the part of a character they created.

Character creation consists of rolling a six-sided dice several times, then allocating your relevant scores to six various attributes such as Strength, Charisma etc. These tell you what your character's capable of. You then select one of the four character classes available – Fighter, Cleric, Magic-user or Thief - as well as allocating a race, which ranges from Human to Dwarf. To be ready to play all you have to do next is get a couple of friends to play with you and elect a Gamesmaster, or GM as they are more commonly known.

The GM then sits down and creates the world that the players' characters will inhabit. He/she has to know the rules backwards and be responsible for the running of the game. During the play the GM is a god-like creature, knowing all, but revealing only small titbits of information to the players – making it difficult for them to piece together a complete picture of their predicament. Furthermore the GM has to be quick-witted, making instant decisions and playing the part of everybody the players meet on their adventure, from Bill the bungling baker to Desdemona the despicable dragon. They are also responsible for issuing Experience Points (EPs) at the end of an adventure. The players obtain these points by defeating monsters in combat, achieving a set objective, or simply by playing their character's character in the correct manner. Once a sufficient amount of EPs are obtained, a player is allowed to train up their character to another rank, meaning that they can enhance their natural abilities and live longer. For example, a Magic User who has gone up a rank can cast more powerful spells and take more wounds from any blows laid upon him by opponents.

A typical adventure might commence by the GM explaining that the characters would be having a few swift ales in the local smokey alehouse, when suddenly the doors open and in walks a beautiful woman, wrapped in a long blue cloak, flanked by two full grown lions! She is heading directly towards the characters, so what are they going to do?!

It's then up to the players to assume their character's personality – be it noble, evil, cagey, bold, cowardly – and react accordingly. Their options are limited only by their imagination.

The great imitators

This freedom to decide in *D&D* is a big factor in what has made the hobby so addictive. Players can act out their fantasies and become someone totally different for a couple of hours. Once *D&D* appeared it didn't take long for new games companies to form, and they brought out a whole bundle of FRP games. Some have now disappeared off the face of the earth but the more successful still remain. At the moment, the most popular games use *The Middle Earth Role Playing* system, or *MERP* (based on the world of JR Tolkien), *Warhammer* (**Games Workshop**'s game of mass fantasy combat with some roleplaying elements thrown in), *Advanced Dungeons And Dragons* (**Gygax**'s more complex, but realistic version of basic *D&D*) and *Battletec*, (**FASA**'s massive game of gigantic robot combat).

Although a lot of the early *D&D* games were based on swords and sorcery, over the years many different forms of FRP games have emerged to give you the chance to play everything from a prehistoric cave-person to a would-be dictator of the universe in the year 5500AD. The ▶



► Time of the Twins by Larry Elmore, from 1987

choice available to would-be gamers has never been bigger. You can buy roleplaying games (RPGs) which are based on TV programmes like *Dr Who* and films such as *Star Wars*. Alternatively you can try games based on books or comics, such as *Call Of Cthulhu*, inspired by the works of HP Lovecraft, and *Marvel Superheroes*, which allows you to play your favourite comic book characters. The Orient and Far East have also proved fertile areas for FRP game subjects, so games featuring samurai and ninja are popular. *Bushido* is the most established FRP system in this area, but new, simpler systems like *Night Of The Ninja* are catching up fast.

No more lonely nights

Bearing in mind the addictiveness of these games, their one drawback is all the more maddening. This problem is simply that you have to organise a certain group of people to be in the right place at the right time. Obviously if you fancy playing a RPG with your friends at 11 o'clock at night, you're going to be in trouble. The FRP companies, plus other individuals realised this, so a market based around RPGs that could be played anywhere, any place, any time has evolved.

Some companies released Solo Roleplaying books, where you played the part of a character, and made certain life-or-death decisions for it. The books have a storyline, which can be based on anything from the adventures of a legendary Greek hero to the problems faced by a 15-year-old in a post-nuclear holocaust world. To play the game you read the book and after about a paragraph or so you're given a choice of options to take. Depending on what decision you make, you will be instructed to move to another paragraph in the book, where danger, death or success await. The paragraphs are numbered for easy reference and you continue to make decisions until you either succeed in your mission or die on the way. If you die, you can always restart the game until you succeed. Because of the obvious limitations this form of roleplaying has, it appeals mainly to the younger players, who buy the books by the box full. To give you some idea how popular it is, **Joe Dever** who is the author of the best-selling *Lone Wolf* series, has sold over six million books to date.

Postal productions

Other companies have concentrated on postal games. Here you Play By Mail (PBM) characters of your creation. Your GM is a human or computer, based miles away from you – your fellow players could be spread all over

the world. Basically, after you have created your character and it has been placed in the world in which the PBM game is set, you have to write down a set of instructions which is processed by either a human GM or a computer. With the use of mystical formulae, dice, computer programs or just common sense, your instructions are analysed and the results are returned to you, for you to enter another set of instructions.

The games continue on this basis until somebody wins the game or your team/character is destroyed trying to achieve its set objective. Each time you have a set of instructions processed, you are charged an amount, which is usually preset and prepaid, and this is debited from your account.

▸ 'Flight from Darkenwood' by Clyde Caldwell



▾ The Throne of Istar by Jeff Easley



These prices range from about 50p to £5.00 per turn, and are usually the same unless you attempt something long and laborious, or particularly time consuming. However there are many other indirect costs, which you may wish to consider. In every PBM game that I know, bar one, contact with other players outside the game is encouraged. By communicating with other players you get to learn more about the game, while making friends at the same time. Basically, if your team/character meets another player's team/character, you are given the full details of them. In some cases, if a player wants it to be known, you are given their real life name and address as well. Initially this means writing a few letters each week, and spending a few bob on stamps. However, being first with the news can mean the difference between life and death in a PBM game, so people tend to use the telephone. Again, a few calls each week doesn't cost that much, but say you are playing in a couple of different games OR you get involved in a large alliance, which may sometimes be more than 20 people, then you find the extra costs soon mount up!

Diplomacy and deviousness is part and parcel of this branch of the hobby, so you may find yourself phoning up your enemies to either feed them false information or extract some interesting news out of them!! At present **KJC Games** run the most successful computerised PBM, *It's A Crime*, a game which has been played by over 10000 people. **Sloth Enterprises** run the equivalent hand-moderated version, with over 1500 players involving themselves in *Saturnalia*.

Phoning home

There have been many other forms of FRP created as well. These range from Telephone Roleplaying (TRP), which is good fun, but VERY expensive, to Live Roleplaying (LRP), where you actually do it for real. The former works by telephoning a certain number and selecting one of the various options available. This is done by dialling one number of the ten available, and through your selection you will achieve various results. It is primarily a hack 'n' slay affair, killing everything in your path. The most popular game at the moment is *FIST* which costs a mega 38p a minute. Play for an hour and the money you have spent could have bought you a RPG that would give you years of fun!!

LRP is where you really get involved. This means that you get dressed up in the appropriate clothing, obtain various rubber weapons and actually descend a proper set of caves. You experience, the fear, excitement, tension, worry, coldness, the dark and everything else that real life adventuring submits you to. You actually have to get into combat with monster, climb down small, permanently dark tunnels and explore the gloomy depths of the caves.

As well as all the aforementioned, you have to play your character, communicate with authentically dressed and detailed monsters, as well as interact with your party of adventurers. The two main LRP companies are **The Labyrinthe**, which has various bases in the South of England, and **The Spirit Of Adventure**, who have various locations in and around the Manchester area. An introductory adventure can cost you anything between £6 and £10 per person and lasts two to three hours.

Another innovation, destined to be massive, is roleplaying by modem. Here you can link your micro up with a mainframe – which may have thousands of other people playing on it – that is programmed to allow you to communicate with the other players if and when you meet them in the game. Alliances can be made with people all over the world, and you can interact with them accordingly. The biggest game at the moment is *Shades* (recently launched in France), but you can also play some RPGs with such systems as **Prestel** and **Micronet**.

No limits

To be honest, apart from table-top RPGs and LRPs, all the above are not true RPGs as they have their limitations, but they are at least acceptable alternatives. This brings me nicely back to computers. As I said earlier, all the computer games that are mentioned above are NOT real RPGs, as you have limitations imposed upon you. What you have to do is select the best of the bunch, and select a game which gives you the most options.

At the moment there are many computer RPGs on the market, and there are more to come. Some will be brand new, but quite a few will be rereleases of old games which have been improved upon and tarted up a bit. For example, Games Workshop has sold the computerised rights to most of their games and they are being programmed as we speak. **Activision** are going to convert several versions of GW's best selling *Warhammer* game onto home micros, whilst *Infocom* are reported to be interested in converting such GW products as *Bloodbowl*, *Curse Of The Mummies Tomb*, *Dungeonquest* and *Talisman*. Infocom have in fact bought the rights to FASA's *Battletec*, and the game will be available soon.

On the other hand, **Electronic Arts** have obtained the rights for *Chainsaw Warrior*. As you can see, RPGs are being snapped up thick and fast by the top computer companies for conversion and you will see a new breed of computer games on the shelves soon.

At the moment, given the increased software sales of the Spectrum, a lot of the existing computerised RPGs that are not available on a Spectrum's format are being considered for conversion. This is the decision facing most of the software houses at the moment and as **SSI**'s *Pool Of Radiance* sold 90000 units in the USA on the Commodore alone, making it the biggest-selling Commodore US computer game ever, I think Spectrum owners should soon be pleasantly surprised".

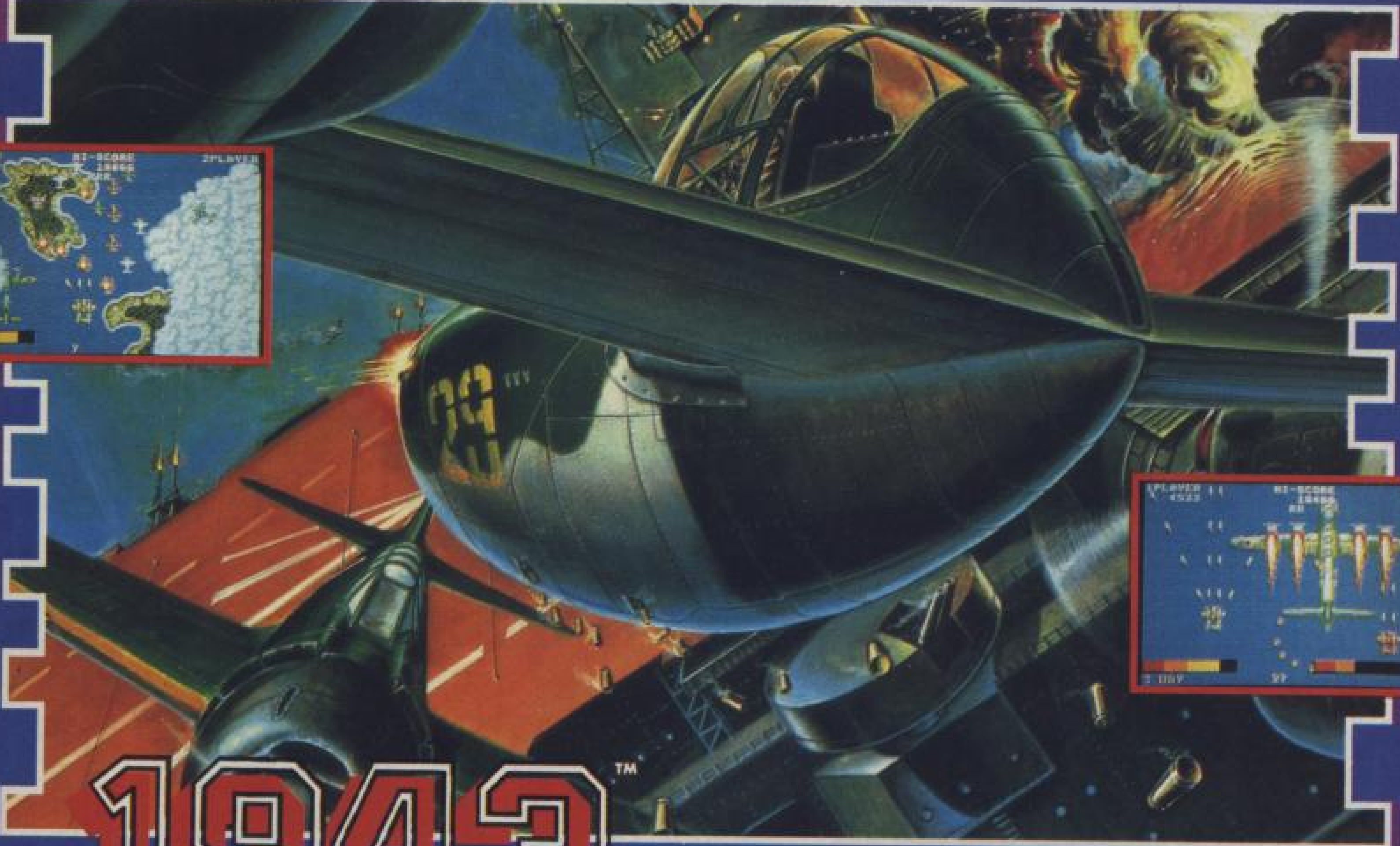
"ABSOLUTE C



TIGER ROAD™ An ancient tale from ancient China ... birthplace of martial arts disciplines. As Lee Wong you must halt the savagery of ruthless Ryu Ken Oh by overcoming flying Ninja warriors, awesome dragons and acrobatic Sumo wrestlers to name but a few. You'll need all your martial arts training and skill with the spear, chains and sickle to seek out and defeat Ryn Ken Oh in a furious and bloody battle with the scourge of the Orient.

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Amiga **£24.99**d · (Tiger Road **£19.99**) · Amstrad CPC **£9.99**t **£14.99**d

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STREET FIGHTER™ Travel around the globe and do battle with the best fighters that Japan, Thailand, USA, England and China can throw at you.



Screen shots from various systems.

CRASH ZX SPECTRUM

SNEAK PREVIEW TAPE

Yes, it's true, Santa's come early to CRASH Towers and all us loyal elves have rushed you yet another fantastic Sneak Preview Tape as fast as possible. Selected to perfectly fit the Christmas spirit we've got the fastest tape ever. Burnt rubber, flashing rotorblades and hammering machine guns, doesn't it just conjure up the festive mood. What?! You've asked Santa for a Cabbage Patch Doll and knitting needles? – Nah, didn't think so.



LED STORM
GO!/CAPCOM
Spaghetti junction blast-'em-up!

Staking out pole position for the ultimate Christmas driving game is this futuristic coin-op conversion. Blisteringly fast on the Spectrum, with some great monochromatic graphics, it takes place on the sky-high interstellar flyovers of the future. Kamikaze opponents and skyjack terrorists are all over the place but you're not stopping for anything . . .

Your turbo-charged car is heavily armed to blast aggressive lorry drivers trying to run you off the road, bumper boats and frogs which stop you transforming into a jetbike for jumps.

LED Storm takes place over nine incredibly dangerous and fast stages, each with its own theme and graphic style. After the first load and level, stages are multiloaded in pairs. The ultimate objective is Sky City.

Programmed by Software Creations, previously responsible for the *Bubble Bobble* and *Bionic Commando* Smashes, hopefully this will be yet another big hit. Uniquely the game will be released simultaneously with the coin-op in early December. The coin-op could set you back several thousand pounds, but for your Spectrum *LED Storm*'s just £8.99 on tape, £12.99 on disk. And the demo's free with your incredible Christmas CRASH.

THUNDER BLADE
US GOLD
Lift off for top coin-op!

Set to rise above the competition this Christmas is US Gold's top arcade conversion *Thunder Blade*. A CRASH Smash, this non-stop shoot-'em-up pits you against tanks, helicopters, jet fighters, massive bombers and battleships. The battle takes place over four different landscapes – urban, rural caverns, jungles/waterways and a massive oil refinery. All four levels are split into three sections, two overhead vertically scrolling and one flying-into-the-screen.

The demo includes the *complete* first two sections of the game – one overhead and one behind the copter. Apart from a few tweaks it's just like the one we reviewed, and is *VERY* tough. Read the Smash review on page 26.

May all of us at CRASH Towers take this opportunity to wish every single one of you a very Merry Christmas! Happy playing!

THE CRASH SNEAK PREVIEW TAPE

THUNDER BLADE (US GOLD) LED STORM (GO!/ CAPCOM)

THE CRASH ZX SPECTRUM

SNEAK PREVIEW TAPE



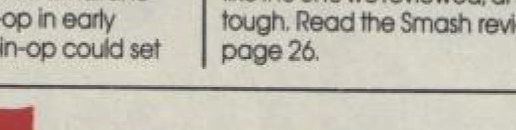
LOADING INSTRUCTIONS

Connect a suitable cassette recorder to your Spectrum. Rewind your Sneak Preview Tape to the beginning. Type **LOAD""** on your Spectrum and press ENTER. Press PLAY on your cassette player.

For more information consult your Spectrum manual.

CONTROLS

THUNDER BLADE
US Gold
Cursor, Kempston, Sinclair joysticks.
Keys:
Fast .... B
Slow V

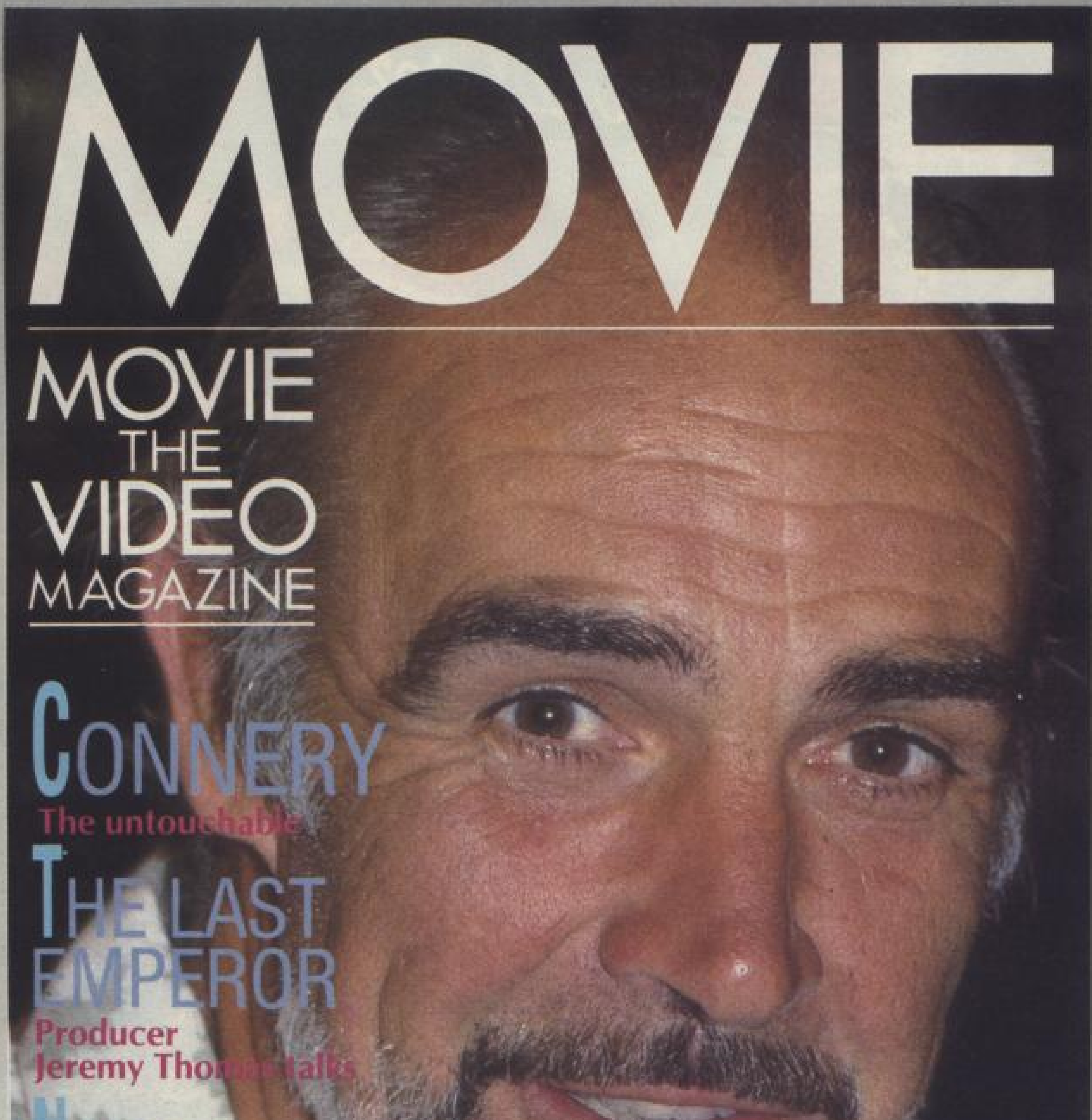


LED STORM
GO!/Capcom
Cursor, Kempston, Sinclair joysticks.
Keys:
Definable

See CRASH Issue 59 for more details


PLUS · PLUS · PLUS · PLUS · PLUS · PLUS
Professional
BMX
Simulator
SCREENSHOTS
EXPERT VERSION
BMX SIMULATOR
PRESS SPACE TO CHANGE CONTROLS
PRESS S TO START
SPIKE
TOM
LARISSA
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Television Promotions
Richard Darling – 'Pro BMX has got to be my best game! Four player action, three totally new race meets – Quarry Racing, Dirt Biking and Desert Riding – each with five exciting circuits. It's just like the real thing – the burms, bumps and ramps really work!'
'Fifteen incredible courses make Pro BMX the biggest best BMX game yet!'
David Darling – 'Richard's Pro BMX simulator is excellent – now with 4 player action, two tapes and a color BMX poster – it's amazing value at
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Frankie went to Hollywood. Now Newsfield are too.



MOVIE – The Video Magazine. It's out.

MOVIE is the new monthly for the film and video world, published by the same people as CRASH. Issue Two is out this month – 100 feature-packed pages on who's who and what's what on the screen PLUS a 16-page Francis Ford Coppola supplement, latest in a 12-part serial MOVIE – The Video Magazine. £1.90 from all good newsagents. Subscriptions available – see MOVIE for details.

CRASH

ZX SPECTRUM

CLASSIFIED SECTION



FOR SALE

25 assorted original Spectrum games only £30.00. State preference i.e. Arcade, Utility, Adventure or Simulation, or send SAE for catalogue of 200+ software tp David Hoolachan, 30 New Barton Street, Salford, Manchester M6 7WW.

Spectrum 128K with Swift disc drive and interface, Multiface 128, joystick, computer tape recorder and £400 worth original software. All this for £175 ono. Phone: 0703 550796.

Buy Me! Speccy + 48K with £85 worth of software, £40 worth of programmable interface with tape recorder, leads. Contact Adrian after 6pm weekdays, anytime Saturday – Sunday on Mirfield 0924 496136, Huddersfield area. Price negotiable.

Spectrum games for sale: Old and new titles from £1.00 to £5.00 each. Games include: Driller, Dark Side, A.T.F. etc. Send SAE for list to: Stephen Collins, 11 Yellow Pine Way, Chigwell, Essex IG7 4BA.

BBC-B issue 7, Opus DPS + Opus, DS/DD 40/80T disc drive, Acorn recorder, books, tapes plus disks (incl. originals) worth £300. Total package worth over £900. Sell for £440 ono. Phone Chris, Insch (0464) 20432 (evenings).

Back Issues available: CRASH, Your Sinclair, Sinclair User, C & VG, Personal Computer World, Amtix, Practical Computing, Popular Computing Weekly and many others. For more details write to: Karl, 77 Station Road, Finchley, London. N3 2SH.

WANTED

Wanted urgently 1 copy of the Crash 'Tech Tape'. I'm getting desperate and will pay £5.95 for it (I only want side 1). Please phone Snape (072888) 379 after 7pm anyday & ask for Angus.

Artist II cheap, send or write to: The Lab, 81 Hagley Road, Stourbridge, West Midlands DY8 1QU.

Original Spectrum User manual, orange cover, ring bound etc. up to £5 paid. Also the Century Complete Programming Course for ZX Spectrum Book. Anyone got it? Contact, JAD, 61 Alear Road, Sheffield S2 2JL.

Wanted Prolog, Sinclair boxed cassette and book. Ring Derby (0332) 31014 after 6pm to discuss price.

Many brand-new Quickshot 2 Turbo joysticks for sale: One for £9.95, two for £18.95. Post and packing free. Please send Eurocheque to Linus Staeffler, Postweg 24, 3452 Kirchbank, West Germany.

Spectrum 128+2, Mulitface 128, joystick, interface and over £1000 worth of latest games for sale. All items are boxed and in perfect condition. Will sell for £350. Ideal Christmas present. Phone Jason on (0762) 336239.

Spectrum 48K games for sale, View to a Kill, Xcel, Rifle Range, Spike, Munchball II, Chiller, Devil's Crown, Incred. Shrinking Fireman, £1.50 each, all for £7.00. Send cheque to W. Inskip, 9 John Street, Port Talbot, S. Wales. Postage 26p per game.

Spec 128 and 48+ B/W TV, recorder, two joysticks, two carrying cases, over £400 software. Sell for £300. Tel: 0222 568496 Steve or 33 Birchfield Crescent, Canton, Cardiff CF5 1AE.

48K ZX Spectrum plus RAM Turbo interface, Quickshot II joystick, Games Ace, 140 games worth over £500. A lone £250 ono. Tel: Kingston Blount (0844) 51072 after 6pm.

Speccy +3 with disk drive, joystick, tape leads plus tape deck, all boxed with over 30 games, all original, Road Blasters, Target Renegade, Combat School, Driller etc., tape and disk, £170 Tel: (0942) 606135.

The amazing Remote Control Plug, special price £27.99 plus other electrical equipment. For your free catalogue phone Mercury Electronics 01 940 2644, 260 Kew Road, Richmond, Surrey.

Spectrum 128K, data recorder, £150's worth of good games inc. Starglider, Elite, Exolon, joystick and interface. The lot plus a few mags £200 ono. Armory, 1 Bury Ave, Ruislip, Middx. HA4 7RT.

Address Book program for Spectrum Microdrive owners, excellent value for money at £2.99 from Will Soft, 6 Tower Road North, Heswall, Wirral, Merseyside L60 6RT.

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I am a 15 year old Spectrum programmer learning machine code and would like a penpal to exchange M/C programs, tips etc.. Write to Neil Pointon, 31 St. Teilo's Way, Watford Farm, Caerphilly, CF8 1FA.

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The Spectrum Programmers User Group, cassette magazine, loads of programs in machine code and basic with advice. Buy it! Send £1 to Kieran Wood, Spectrum Programmers, 30 Church St, Elsecar, Barnsley, S. Yorks. S74 8HZ.

FANZINES

Zat Programming – for Spec and Amstrad owners. Issue 1 with Fergus McNeil interview. Issue 2 out August 27th. Send 60p stamp (payable to D. Ledbury) to:- Zat Programming, PO Box 488, Tweedale, Madeley, Telford.

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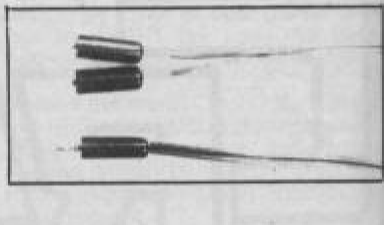


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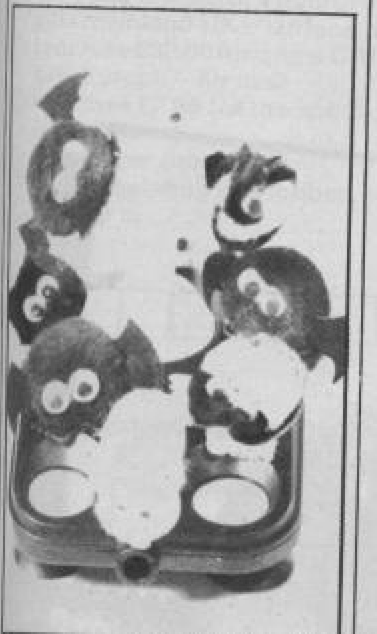
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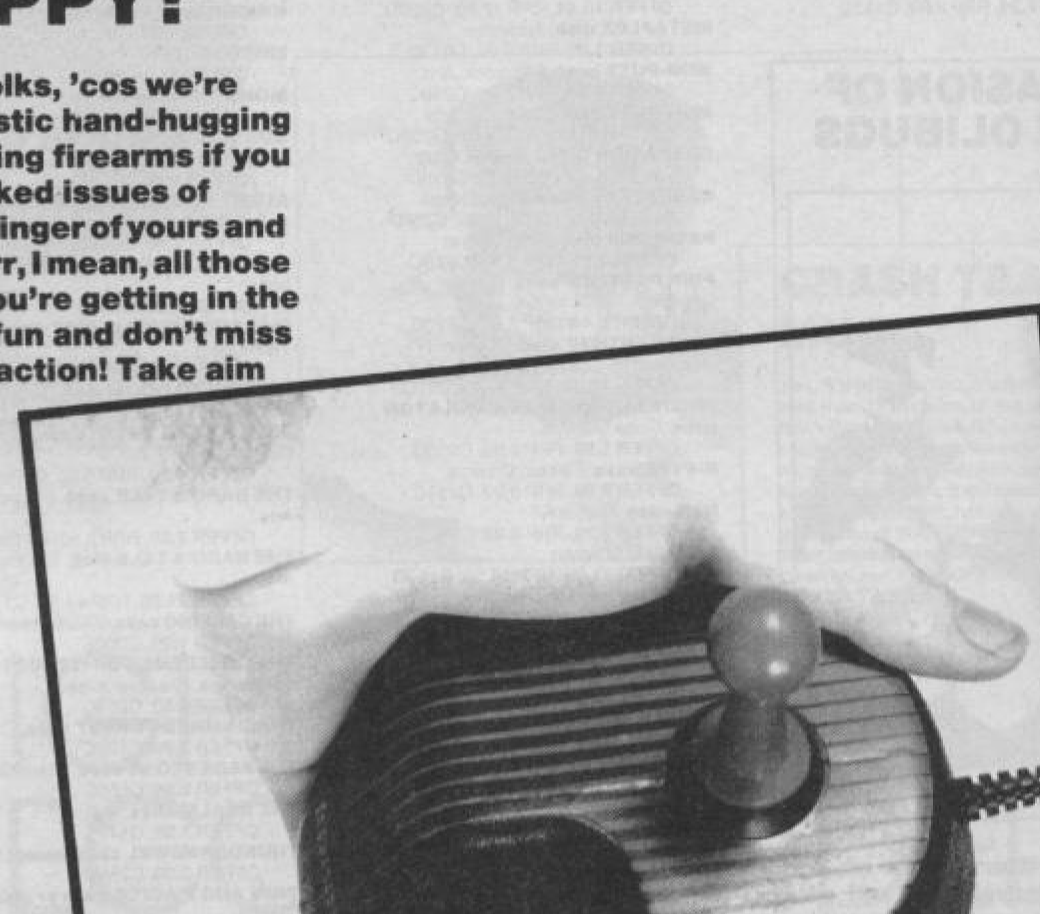
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Sinclair talks to CRASH! Stack Light Rifle! Run It Again: Missile command games! CRASHtionnaire results!

No 4 May 1984
The Quill analysed! The fabled ZX Microdrive appears! Run It Again: Pengo games! Graphics utilities! Living Guide: boardgames, simulations, strategy, adventure!

No 17 June 1985
Denton Designs! Sinclair Story 3! Maps: Knight Lore, Underwurlde! Leonardo graphics! Datel sound sampler! Artist: David Thorpe!

No 18 July 1985
Gremlin Graphics profile! Artist: Bob Wakelin! Map: Gyron Atrium!

No 19 August 1985
CRL profile! Oliposter! Round-up of Basic compilers! Artist: Rich Shenfield! Maps: Dynamite Dan, Shadowfire!

No 20 September 1985
Electronic Pencil Company profile! Maps: Alien 8, Dun Darach!

No 21 October 1985
Holografix profile! Holograms! Map: Nodes Of Yesod! Platinum Productions profile!

No 22 November 1985
Fanzine File! Microdrive tips! Artist: Susan Rowe! Fantasy gamesbooks!

No 23 December 1985
Melbourne House! Computer graphics! Artist: Dave Beeson!

No 24 Xmas 1985/86
Artist: Oliver Frey! Gargoyle Games profile! Lloyd's Lookback! Hewson profile!

No 25 February 1986
Durell profile! Microsphere! FORTH and extensions to ZX BASIC!

No 26 March 1986
St Bride's profile! Spectrum 128! Micronet 800! Multiface 1!

No 27 April 1986
Playing Tips supplement! Mel Croucher! Imagine profile! PBM convention!

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Fanzines! Martech profile! Composite Video Interface! SpecDrum!

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First PBM Mailbox! Homegrown software! Realtime profile! Maps: Cylu, Sir Fred, Saboteur, Tantalus!

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Birth Of A Game! Laser Genius! Maps: Tantalus, Movie!

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Software Projects! Word Processing! Maps: Pentagram, Heavy On The Magick!

No 32 September 1986
Programmer: Dave Perry! GAC! Maps: Core, Ghosts 'n' Goblins, Bobby Bearing! Echo Synthesizer!

No 33 October 1986
Programmers: Jon Ritman, Costa Panayi! Maps: Dan Dare, Cauldron II! SpecDrumming!

No 34 November 1986
Programmer: Don Priestley! Genesis Update! Maps: Dynamite Dan II, Equinox, Universal Hero! Music Machine!

No 35 December 1986
Designer: Dan Malone! Computer Advertising! Maps: Glider Rider, Thrust, Lightforce! MIDI!

No 36 Xmas 1986/87
Lloyd's Lookback! Spectrum Music! Maps: Scooby Doo, Heartland, Druid!

No 37 February 1987
John Richardson: Jetman! CRASH Reviewers revealed! Match Day Challenge! Maps: Fairlight II, Firelord, Avenger, Dandy!

No 38 March 1987
Fanzines! Designer: Bernie Drummond! Maps: Cobra, Impossaball, Uridium! MIDI!

No 39 April 1987
Arcades Update! The Z88! Programmer: Steve Taylor! Maps: Nosferatu, Double Take, Future Knight, Feud!

No 40 May 1987
Playing Tips supplement! Maps: Short Circuit, Antiriad, Conquest, Into The Eagle's Nest, Sceptre Of Bagdad, Dragon's Lair II, Thrust II, Fat Worm Blows A Sparky, Tarzan, Aliens!

No 41 June 1987
Programmer: Mike Singleton! Industry Today! Adventure Trail supplement! Maps: Saboteur II, Head Over Heels! Multitrackers! 128 Bugs!

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16-page OINK! pull-out! Living Daylights film FX! Programmer: Pete Cooke! Maps: Auf Wiedersehn Monty, Hydrofool, Rasterscan!

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Programmer: David Aubrey-Jones on Mercenary! The Sega Master System! Tech Tips: that Swift Disc! Maps: Vampire, The Curse Of Sherwood!

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Run It Again: the kick-'em-ups! The CRASH History Part One! The Budget Booooom! Maps: Game Over, Wonder Boy!

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Level 9 profile! Last Part of CRASH History! Flying Tonight – British Airways' flight simulators! Maps: Wizball, Thundercats, Athena!

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WINNERS — AND — PRIZÉS

GRASSHOPPER'S SONY
Issue 57

Ahh, Grasshopper, what is this? *Double Dragon* is being converted to the Spectrum by **Melbourne House**. We gave you two pictures which looked exactly the same, but there were several slight differences which we asked you to circle and send to us on the back of a shuriken star, a soft rubber one, of course, as the real thing is much too dangerous. Even though we were threatened by several ninja chappies (Phil's Gerbil who is trained in the martial art of No Can Do soon sorted them out), a winner was finally chosen. And he is **Andrew Barber** from Cleethorpes DN35 0JN. The lucky devil can now sit in bed and watch all of his favourite TV programmes in comfort on the superb Sony Watchman.

The next 20 names out of the office wok receive a copy of *Double Dragon*. And here they are . . .

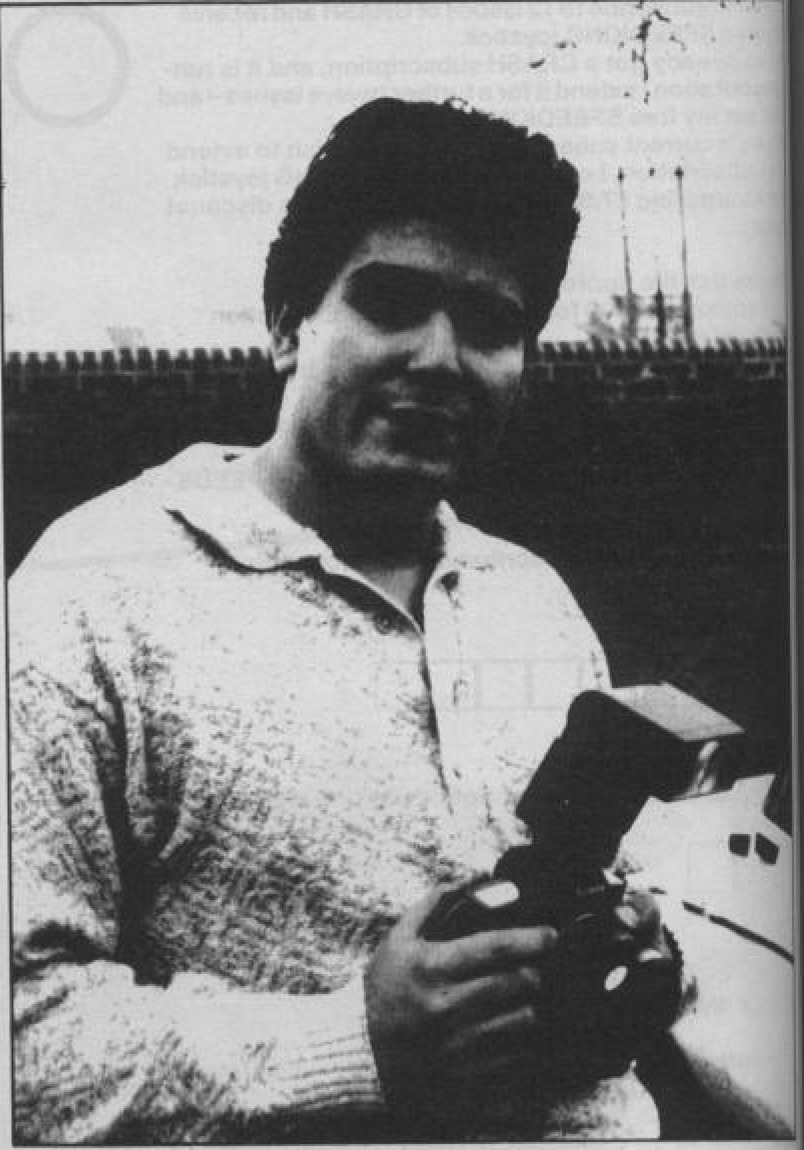
Joseph Moran, Luton LU2 8QT. Fintan Graham, Co. Antrim BT38 8HA. Brian Buggy, Dublin 7, Ireland. Gary Holcombe. Gwent NP44 3NX. Mr M J Sutherden, Kent DA1 3PL. Adrian Shaw, Marlow SL7 3BU. Stuart Southgate, Doncaster DN4 7QA. Andrew Weller, Nottingham NG5 9DU. Douglas Laver, Portsmouth PO3 6AX. James Pearn, Queenborough ME11 5JX. Mizan Khan, London NW3 2NY. Alex Clark, Southampton SO2 5FS. Duncan Webb, N. Humberside HU20 3UU. Lee Desborough, Leeds LS17 6LH. George Cockerill, Cheltenham GL3 0BG. Stephen Maule, Newcastle-Upon-Tyne NE3 2YH. Christopher Learmonth, Edinburgh EH15 3DS. Anthony Travis, Burnley BB11 5HN. L Grimstone, Rotherham S66 8DG. Stuart McKinnon, Glasgow G32 0TT.

HAVE A NICE DAY
Issue 57

Mad Mix Game is the first game to appear from the historic alliance between **US Gold** and **Pepsi-Cola**. To celebrate this earth shattering event we asked you to design the job that **Michael Jackson** could have ended up with if he hadn't decided to become a pop star. Three winners will receive an all-expenses paid day trip to **Metro Centre** in Gateshead, along with a US Gold representative and a CRASH celeb, thanks to the world famous US Gold long pocket, short arm fund. The lucky winners will also be provided with £100 spending money (and parental participation is needed, although we unfortunately can't pay them). The lucky three going the Gateshead are 14-year-old **Richard Plastow** of Herts, **Nicholas Jones** Bristol (Aged 11) and **Mark Endicott** from Romford (13).

25 runners-up will receive a copy of *Mad Mix Game* and a Pepsi-Cola poster of either Tina Turner, Michael Jackson, or Michael J Fox. The names of the lucky 25 are . . .

Simon Aquilina, Hants. Andy Whitaker, Blackpool. Lewis Richards, Hatfield. Herbrand, Germany. James Shephard, Colchester. Simon Dunn, Chorley. Stephen Barclay, Glasgow. Andrew Baker, Dawlish. Alex Fisher, West Gorton. Richard Tanswell, Suffolk. John Hogg, Kilmarnock. E Gillespie, Luton. Sander VD Berg, Hoevelaken, Holland. Greg Wood, Tyne & Wear. Antony Hyde, Brighton. Dean Taylor, Worcester. Simon Penfold, BlackWood, Gwent. Steven Branch, Norwich. Andrew Hill, Ilford. Steven Johnson, Blackburn. Kevin Phillips, Winchester. David Lascelles, South Shields. Justin Mitchell Suffolk. Adrian Shaw, Marlow. Spencer Dix, Tamworth.





HOMOPHONIC GORILLA GUERILLAS
Issue 57

Have you any idea what a homophone is? No, neither did I until I looked it up in the LMLWD the other day. It means two words which sound the same, but have different meanings, ie pale and pail, so we gave you five questions with an (a) and (b) clue, and asked you for the homophonic answers. The competition was run for the **Ocean** game *Guerilla War*, but due to a cock-up in communications a cuddly toy gorilla was sent as a prize. So when we manage to prise the gorilla away from the Ed, it will be sent, along with a *Guerilla War* T-Shirt and a copy of the game, to **Stephen Ovington** of Inverurie AB5 9HS.

Five second-prize winners will receive a copy of *Guerilla War* and a T-shirt, they are . . .

Andrew Clarke, Lancashire OL16 3UB. LCPL Sandra Grant, Berlin BFP045. David Coverley, Redcar S11 6DG. Neil Harper, Falkirk FK1 3BW. James Bryant, Streatham SW16 2UN.

WIN CECCO'S CANON
Issue 57

Hello, is that **David Bailey** I see leaping around the office with a flashy **Canon** camera (huh, looks more like **David Bellamy** if you ask me – **Andrew Hewson**), no it's my old mate **Raf Cecco** practising his 'I'm a potted plant' impressions whilst taking some wild and whacky photos. Well the gang at **Hewson** were rather impressed with Mr Cecco's little toy, so they went out and purchased a ultra-cool, and very smart Canon camera to offer as a competition prize. Who is the lucky person who answered the six Raf Cecco questions correctly? Is it **Andrew Jolliffe**, Sherston SN16 0NQ? Yes – many happy hours clicking Andrew.

Also 25 runners-up will receive a copy of Mr Cecco's brilliant sequel to *Cybernoid*, entitled *Cybernoid II*. The names out of the hat are . . .

Ellen Stuart, Belfast BT36 7MT. Alistair Nelson, Newcastle-on-Tyne NE12 9NR. Tamas Kucsma, London NW8 6RG. Shona Brunton, Tyne & Wear NE38 7HD. Jonathon Sanders, Dorset BH21 5DR. Richard Dawson, Wolviston TS22 5LY. Chris Evans, Wolverhampton WV11 3SU. Ciaran Richardson, Carlisle CA1 3PU. Guy Rowland, Bishops Stortford CM23 5NH. David Crozier, Houghton-le-Spring DH5 9QY. James Stoddard, Solihull B90 2HJ. Graham Cresswell, Rugby CV21 1ND. Jeremy Doogan, Portadown BT63 5EH. Stuart Smith, Walsall WS6 6DT. James Rushton, Surrey RH6 7NY. Neil Harper, Falkirk FK1 3BW. Joseph Donnelly, Co Antrim BT36 7TL. Keith Finnett, Billericay CM11 1NZ. Gary Marr, Sheffield S5 8RP. Patrick Kelly, Co. Donegal, Eire. Hugh O'Neill, Dublin 14, Ireland. Neil Brunton, Tyne & Wear NE38 7HD. Steven Lau, Warley B65 0EH. Duncan Watling, Ampleforth N Yorks YO6 4DX. Robert Briggs, Humberside HU7 5XR.

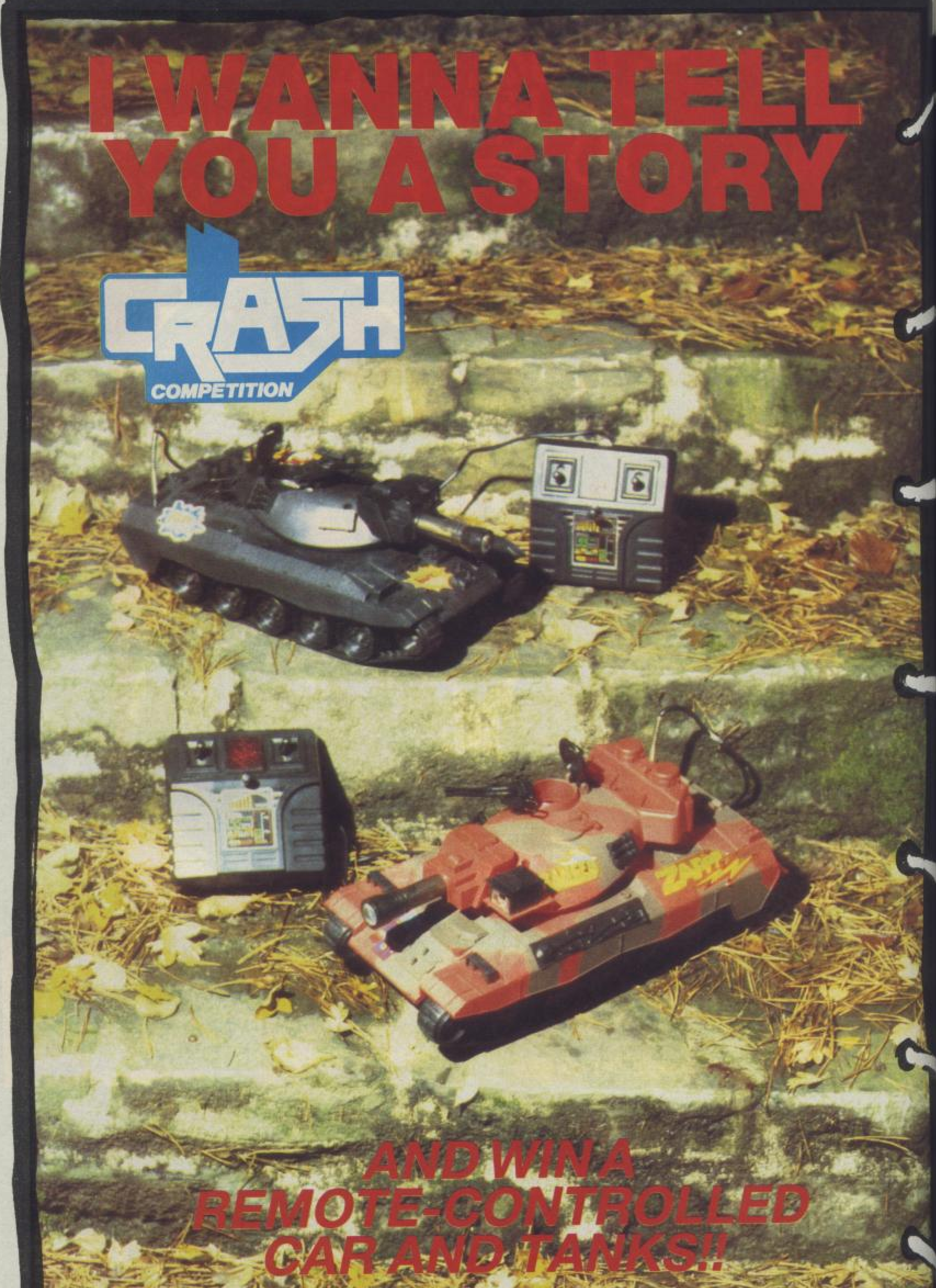
HAVE AN ACE DAY OUT
Issue 57

It's all in a days work being a Ghostbus . . . sorry an alien buster, and in the CRASH Smashed *Alien Syndrome* that is exactly what Ricky and Mary have to do. What do you mean you wouldn't fancy tramping around in all that slime and acidic blood? To tell the truth neither would I, We gave you five multiple choice questions to answer, and being the well-educated lot you are, the postcards flooded in. For those of you not paying attention, we will recap the prizes the lucky swi.. I mean winner will receive. They will be taken for a day trip firstly to **Softek International** to see how a big software house functions, then they'll then be whisked to a local arcade to play any coin-op machine they desire (all expenses paid). And at the end of this action-packed day they will be presented with a Compact Disc Player, a Softek game of their choice and an *Alien Syndrome* poster. The lucky winner is **Lloyd King**, Chelmsford CM1 4UG. Well done, go to it bug buster!

But that isn't an end to it, no, those generous Softek people also promised 20 runners-up would receive a Softek game of their choice and a poster. They are . . .

Andrew Kelly, Olney MD46 5HN. Chris Archibald, Carlisle. Neil Pollard, Peterborough PE6 7DG. John Gilmartin, Derby DE2 0PB. Paul Greenley, Hull HU7 4AG. Andrew Hayes, Warington WA1 4HE. Brian O'Rourke, Ullapool IV26 2UW. Andrew Ollett, Gilberdyke HU15 2XH. John Simcoe, Northants NN16 9RN. Matthew Balier, Rochdale OL12 8ST. Ben Morris, Cornwall TR16 5HX. Garry Molloy, Merseyside L44 4EJ. Richard Baird, Mansfield NG19 0DX. SGT Andy Carbin, Berlin BFPO 45. J V Valkenburgh, Leiden, Holland. Douglas Bryson, Scotland DG 7BS. Ian Lynch, Essex RM6 5DR. Alex Herbrand, D-7600 Offenburg, Germany. Mr T McPherson, Swanley BR8 8BS. William Dunk, Huddersfield HO8 8PP.

All winners, please allow 28 days for the delivery of your prizes. All queries regarding competitions run in CRASH should be sent to **The Sticky Solutions Department, CRASH,** ***PO Box 10, Ludlow, Shropshire SY8 1DB***. Please don't ring the department as they have enough trouble reading through all your entries as it is.


I WANNA TELL YOU A STORY
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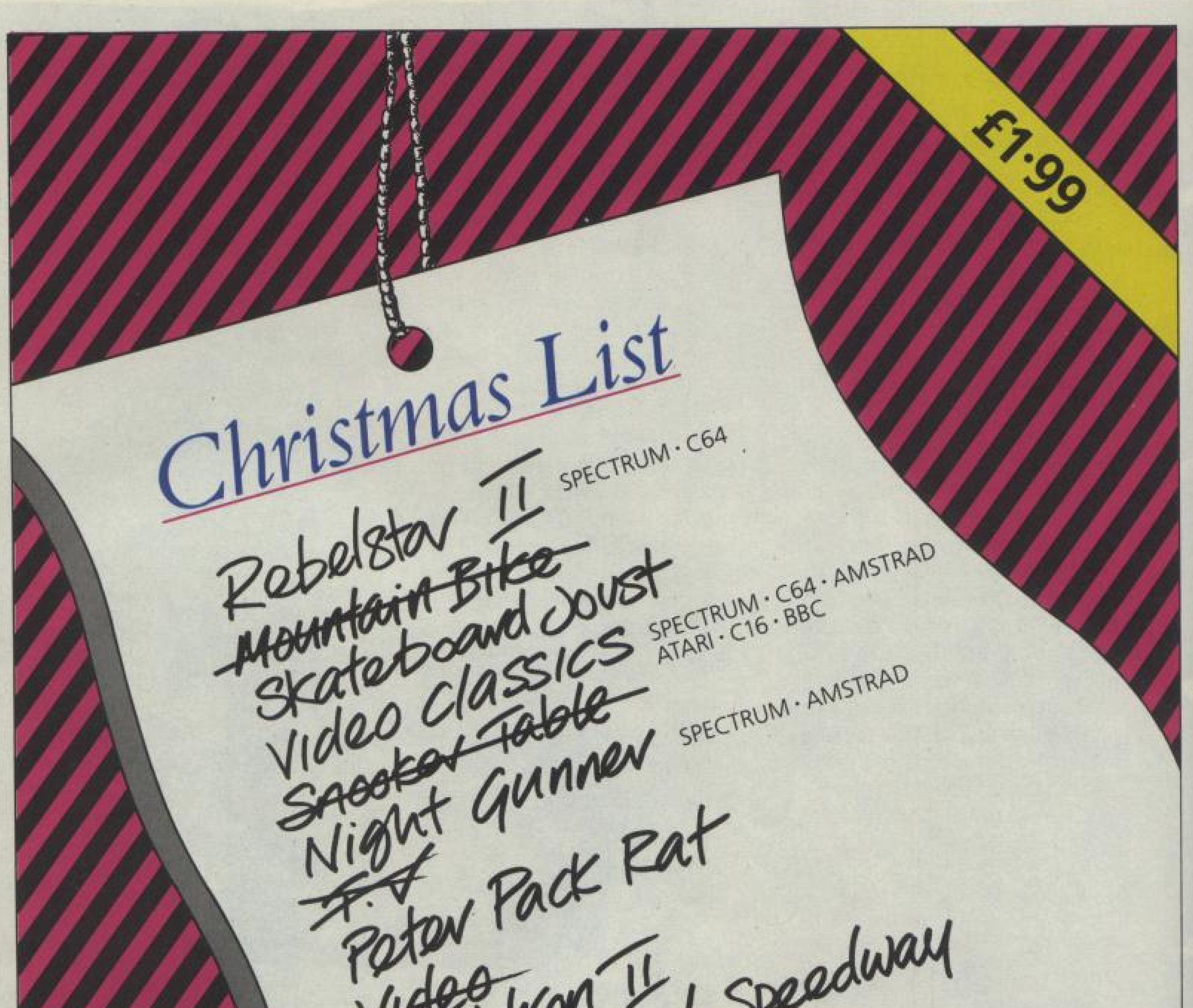
GREMLIN GRAPHICS

aren't half being busy bees at the moment. Here they go again with a competition for two more of their green-fingered games, ***Butcher Hill*** and ***Techno Cop***.

Butcher Hill follows the fortunes of a foot soldier in Vietnam. Naturally his tour of duty along muddy rivers, narrow jungle paths and through small villages seems to have attracted the attention of the entire North Vietnamese Army. And then we go into the future, to a time when the lawless rabble (probably the CRASH lads) have taken over the streets and are running riot. Into the fray comes *Techno Cop*, a futuristic police officer with a car not unlike a 200mph Lamborghini Countach. Armed with both bullets and non-lethal nets he's pretty darn formidable.

So what are the wonderful prizes? First off we have a **Ferrari Testarossa** (radio-controlled, but almost as fast as the real one) and a **pair of wire-controlled infrared-sensing tanks** (which have very destructive battles against each other, as the CRASH lads found out!). What a first prize, eh? **Fifty runners-up** will get copies of both *Butcher Hill* and *Techno Cop*. To win one of these marvellous pieces of technology, get out a pen and write a short tale based on either *Butcher Hill*, or *Techno Cop*, in no more than 200 words please. Put your entry into an envelope and send it to **BANG! BANG! GOT YOU!, CRASH, PO Box 10, *LUDLOW*, Shropshire SY8 1DB**. In by January 1 1989 please. Normal, boring competition rules apply (they're printed on the contents page – for normal, boring people).





What's on your list this Christmas

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Silverbird and Silverbird Logo, registration applied for.

All available on Spectrum Commodore and Amstrad unless otherwise stated

LM's FORUM



No time in December, no rhyme in January.... finally, grandma can't come up with a saying for this month! However, that hasn't stopped you having your say, and though the great sexism debate has died down (was it really much of a debate anyway? most people seemed to be on the same side) the letters continue to fall onto my desk like autumn leaves.

Murderous micros, PC Show tedium, the good the bad and the original, golfing technique ... these are the topics of this month's Forum. Now, who can help grandma and send in the best rhyming saying for February and March?

BELOW PAR

Dear Lloyd
I'm disgusted! No sooner has all the latest furore about CRASH covers and certain ads bored everyone into submission, but your own Oli Frey deliberately and premeditatingly stirs up the hornets' nest.

No doubt you've had or will have hundreds of letters complaining about the same thing ... Issue 47, the cover!

It must surely be he most provocative cover EVER! I mean, the golfer's grip is simply either totally original, or terrible. As any golfer will tell you, the little finger of the right hand should overlap the left forefinger, or interlock with it.

The illustrated grip has no overlap, encouraging excessive use of the right arm and hence causing a severe push or slice, or both, causing the player to suffer a ridiculously high handicap.

Secondly, the angle of the arms suggests a very upright swing and stance which would give a tendency for the club's toe to catch the ground first and twist the face open, once more producing a slice-cum-push to the right.

And lastly the wrists have been 'broken' far too early on the follow-through, causing a lack of control and accuracy, especially with the long irons and woods.

If, heaven forbid, any poor specimen was the model for this debacle, I urge them to arrange lessons with their local teaching professional immediately, before their swing and social life is damaged beyond repair, not to mention the inevitable expense in lost balls!

I hope I have put Mr Frey right on this crucial blunder, and expect an official apology and assurance that nothing of this sort occurs again, or you can be sure you will lose many disgusted readers, myself included.
John Hay, Sutherland



I gave up golf years ago so I'm not the best one to judge this grave oversight. However, I have passed your letter on to the Sporting Techniques Accuracy Subcommittee of the Oli Frey Intermagazine Artistic Management Group, and I am sure you will be hearing from them soon.

Please accept my humblest apologies for this inconvenience.

LM

NOT SO GREAT

Dear Lloyd
Referring to CRASH's 'All-Time Greats' guide, how can you miss out *Manic Miner*? It was one of the classic games like *Jetpac*. The first platform game ever written deserves to be in your guide at least.

If you continue to look through the pullout, you will see *Robin Of The Wood*. It is one of the most boring games ever, running around a huge maze looking for the bishop to get his cash. This isn't an all-time great, so what is it doing in the magazine?

My top ten games ever are: *Dynamite Dan II, Monty On The Run, Pyjamarama, Technician Ted, Marsport, Exolon, Skool Daze, Manic Miner, Jetpac* and *The Sentinel*.

Skool Daze was better than *Back To Skool* because there was more variation in the ways you could blame other people.

What a great game *Pyjamarama* was – shame it was a bit too easy. *Technician Ted* was a very hard game, but what an original idea. *Marsport* was not that big, but the three stages took a long time to complete.

All the games deserve to be acknowledged, don't they, LLoyd?
C Stone, Portland, Dorset

Yes and no. Taste is a personal thing (which is why everyone thinks everyone else is wrong!) and even I didn't agree with all the entries in the All-Time Greats guide. It's the ones they left out rather than the ones they included that cause the problems!

I suppose it would be fairly easy to pick out 60-odd games that made history – genres, graphics techniques etc that hadn't been done before.

But trying to pick put the *best* games is much more subjective – after all, there have been at least 1,500 Spectrum games released since CRASH and I started!



What happened was that Ed Dom and the reviewers sat down together with five years' worth of CRASH, stole bits of Nick's pizza and decided what to put in. They only had 16 pages, after all, so they couldn't include everything . . .

LM



HE'S MAD, HE'S BAD, HE'S SENSITIVE AND CARING

Dear Lloyd
Now what's with the BIG PRINT in the letters pages and huge screenshots of any game which is mentioned – they are hardly necessary are they? So why don't you get rid of them giving more room to print letters?

And on the subject of letters, why not print something instead of the boring arguing about sexism in games? It's so repetitive – the argument has not progressed anywhere since the outcry over the *Dun Darach* cover ages ago.

Well, here's a new view on it for you . . .

I must write to complain about the portrayal of men as big strong muscle men armed to the teeth and ready to kill anyone, for example *Vindicator*, *Barbarian* and *Savage*.

It is degrading to man to be shown like this, we are not all big hunks with no brains. I am a sensitive caring person and was offended by the naked muscles shown in *Savage*. I have burned my copy of CRASH in protest.

Please make sure these disgusting pictures are never printed again.

Not a very convincing argument is it, I certainly don't agree with it, but really it is no different to letters saying pictures of women displaying their sexuality are degrading, which just proves what a useless argument it is.

Well enough of that and onto something else . . . the PC Show. Didn't you think it was rubbish compared to last year's? There were hardly any independent traders selling cheap games which I think is the only thing which makes it worth going, and the lack of a balcony meant you where unable to get a good overall view of the stands and such.
Neil Stone, Abingdon, Kent

WHO ARE YOU ACCUSING OF BIG PRINT, YOUNG MAN?
LM



COMPUTERS – CAN'T LIVE WITH 'EM, CAN'T LIVE WITHOUT 'EM

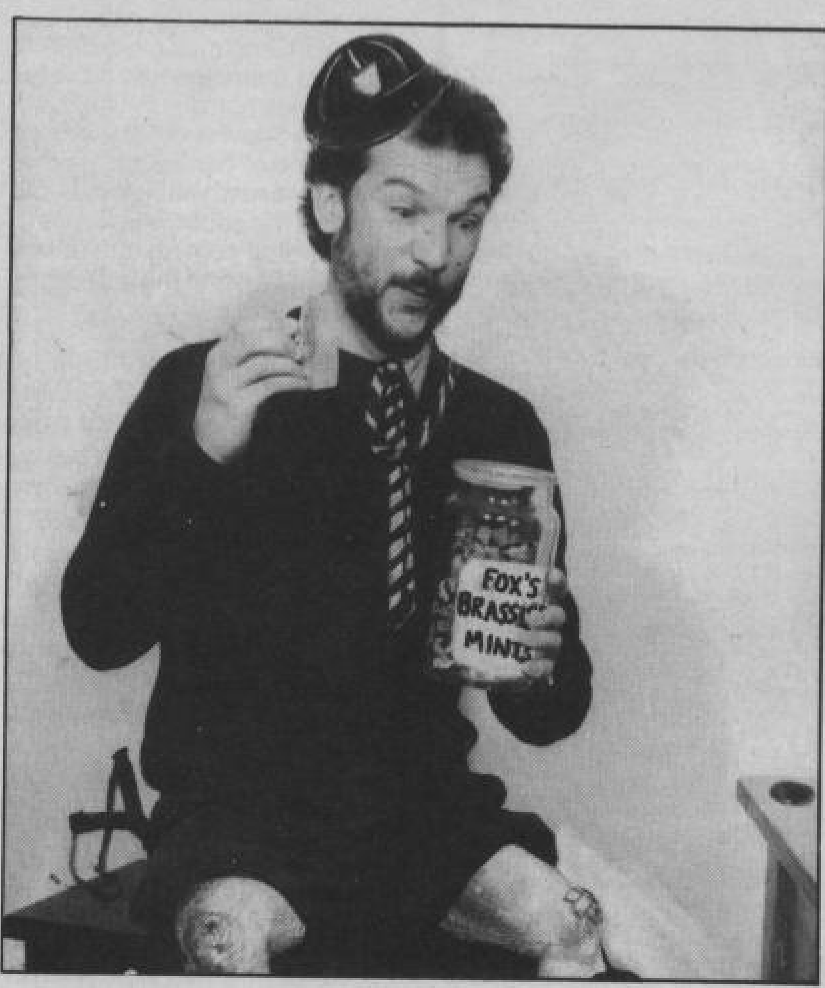
Dear Lloyd
Being a slight bookworm I enjoyed Mel Croucher's Monitor. He had presented a well-written argument supported with interesting, convincing and well-researched facts. So I eagerly waited for his next contribution to the sacred pages of CRASH.

On purchasing Issue 56 I ran home and retired to my bedroom for some peace and quiet. I opened and scanned the contents page.

'YAHEY! Monitor's in this month's ish!', I thought happily. So I skipped past all the reviews, competitions and advertisements to page 82 and started reading Monitor.

Shock! Horror! Disappointment! How could Mr Croucher accuse a robot of murder? Any blame for Mr Kenji Urada's death was on himself for not using the provided safety gate. Also, Psychopathic Software proved to be an ill-chosen heading and subject.

Surely Mr Croucher must understand that a computer follows its programme without deviations. Therefore any mistakes or accidents that occur are due to the programmer's omission of something. Ideally the program should be written to cope with all possible events which have an effect on the running of a program, as a computer can only make the correct decision if it has all the necessary information.



Also, referring to the shooting down of Korean Airlines flight 007, the passenger jet: this event occurred five years ago, not three. I would like to point out also that it was shot down by a Major Vassily Kasmin in a Sukhoi SU-21 Flagon-F jet fighter, and that the Russians' software was indeed not hopelessly slow in response and murderously stupid. If you do not believe me get Issue 3 of *Take Off* magazine.

However, due to the wit contained in the story of the angry unemployed man in his quest of revenge against a second-generation industrial robot, and in the quotation by Malcolm X, 1965, I know I will be unable to stop myself buying the next ▶



issue of CRASH, especially since I hope to find my letter in it!

What more can I say except . . . the new reviews look great, the competition prizes are amazing and I can't wait to get the next issue of CRASH.

Sean Barry, Mitchelstown, County Cork, Eire

PS: I'd better say HI! to everyone who knows me or my life will not be worth living.

It probably isn't after ticking off Mel Croucher anyway.

I agree with you that it's really programmers and not computers which are to blame for 'computer disasters' – but sometimes, mind you, it isn't even the programmers themselves. It's the people who give them the specification of what the software should do.

You can't expect an expert programmer to also be an expert in military strategy; he has to be told about that by the soldiers.

As for the case of Kenji Urada, if there's any blame it should surely rest with management who may not have adequately taught their employees how to deal with the robots.

That incident reminded me of the film Westworld, which you may have seen – where a Disneyland-like entertainment park is 'manned' by robots which go berserk.

And yes, Mel was definitely wrong about the date of the Korean shootdown.

LM

ORIGINAL SINS

Dear Lloyd

I'm writing mainly to criticise a few points raised by Andrew Chapman in his article Seen It All, Done It All in Issue 57. He seems to be blindly in favour of originality (although he does remark that some original games aren't too hot) with a few exceptions.

One of these quoted was *Uridium*, as he said that it was the best plan-view shoot'-em-up around. By this, I take the implication that Mr Chapman is saying '*Uridium* is the best, so why bother with any others?'

Uridium was certainly not the first plan-view shooter, so if someone had said the same about earlier games then it might not have come along.

I read somewhere (can't remember where, exactly) that there are only seven ideas for a game. I don't think there is such a thing as total originality: even *Driller* and *Dark Side* are, essentially, collect'-em-ups in 3-D.

The look of an idea may change, giving it an original appearance, but this is purely aesthetic and should not sway anyone's judgement. *Head Over Heels* wasn't all that different from *Knight Lore*, *Alien 8* and a load of other isometric games in appearance (although the graphics were better), but it is sufficiently varied and playable to be great fun.

I think there's no point in criticising software companies for producing the same types of games over and over again. They're in the business to make money, not to make people happy, and they obviously wouldn't still churn out shooter after shooter if the public weren't interested.

Finally, I thought the PC Show was a bit flat: everyone's showing videos and what-have-you for their Christmas blockbusters, but there seem to be very few games actually finished. I think the Show should be moved to the end of November, as the Christmas rush will be well under way and the public will be able to see the stuff coming out, rather than just gawp at the arcade machine/film etc.

Ewan Dalton, Irvine, Ayrshire

Are Ewan a new staff writer or do you just like sending letters?

'Originality' is a much-misused word. Of course the idea of a shoot-'em-up isn't original, but the way it's implemented can be original.

And just as you say, Driller **and** Dark Side **don't have original plots – they just present an old game form in a very new way.**

If originality was the only basis on which we judged things, we would have thrown out Shakespeare's plays long ago (no doubt pleasing to anyone studying English)! They were all based on old, familiar plots even 400 years ago, but Shakespeare managed to present – write – them in a much better way.

To go a bit further ahead in history, this obsession with originality is a pretty recent disease. Until the 19th century, old-fashioned was regarded as good while people turned their noses up at new, different things – in music, writing and so on, at least. And the same would have been true of Spectrum games if they'd had them.

Let's hope for a cure soon!

As for the PC Show, I have to say I agreed with you (and the others who wrote on this subject) . . . partly. The big releases are getting later and later every year, which means there aren't so many available at the Show.

But on balance I preferred the new Earls Court hall to the old Olympia site, and there were certainly some beautiful stands this year. Did you notice the Psion one just inside the main entrance?

LM

Whew – all that erudition makes me tired. Time for a cup of cocoa and a quick scan of the Daily Telegraph **before grandma steals the TV page. I seem to have spent most of my time lately cycling between the cottage and the Towers, but as winter draws on in my remote part of the Welsh border hills that will have to stop.**

Ed is trying to persuade me to buy a car, but I don't have any patience with the things. They're almost as bad as word processors.

Why is everyone so mad about state-of-the-art technology these days? All I really need is a bicycle, a Spectrum, and the old Hermes, for answering letters on.

Send yours to:

LLOYD MANGRAM'S FORUM
CRASH
PO BOX 10
LUDLOW
SHROPSHIRE SY8 1DB

. . . and see you next month (or maybe at the ZX Microfair).


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THE POWER OF PAL

COMPUTERS IN TV

It wasn't so very long ago, that the average member of the great television-viewing public couldn't have told a computer from the back end of a number 92 bus. But nowadays computers are not confined merely to helping put programmes together, they are also becoming the stars of the shows. Roving CRASH reporter IAN PHILLIPSON investigates . . .

Now there are those in the television world who regard most of the viewing audience of Britain with a certain degree of disdain, perhaps in the same way that the tabloid press can 'occasionally' adopt a patronising air toward their readership.

The programme-makers could argue that anything that interfered with the frothy stream of continuous wall-to-wall gameshows was likely to get short shrift. Viewers, so that argument goes, would much prefer to see how Mavis Littlejohn of Upper Poppleton had been made a fool of herself for half an hour, spelled her name correctly after the second attempt and thereby defeated the show's 150 other contestants, to win a magnificent prize on *Robert's Just A Penny Short of a Full House Game*.

What is more gameshow's happen to be relatively cheap television. Perhaps this may overstate the case a little, perhaps not, but it often takes a pretty strong programme to get a finger on to that remote control and turning to a 'decent' programme.

The latest genre to feel the tug of the old micro-circuits, ROMs and RAMs, is the world of thrillers, perhaps the area of broadcasting in which British TV can be seen at its best.

Moles in a hole

At one time the bevy of excellent actors and actresses, mood oozing lighting, and sharp direction would have been expended upon the tortuous antics of spies.

The series and shows would have been of the ilk of *Smiley's People, Tinker, Tailor, Soldier Spy, Mole*, or some other plot in which old-faced, grey-haired men talk incomprehensibly for ever about other old-faced, grey-haired men, who were on the 'other side'.

But all of this was becoming a little stale. **Anthony Cavendish**, himself a former spy, sees that the opportunities for spy-based TV serials is limited, with the traditional scenario of moles infiltrating the system and being hunted, done to death. This kind of thing had been around for goodness knows how long in the form of old black and white movies, in which heroes stomp around war-torn Berlin looking permanently perplexed.

No, something else was needed. Something that tapped a modern theme, but still could carry with it enough mystery. Computers – they were the answer. Now every self-respecting thriller – well every thriller searching for a degree of street cred, that is – seems to have a computer element to it.

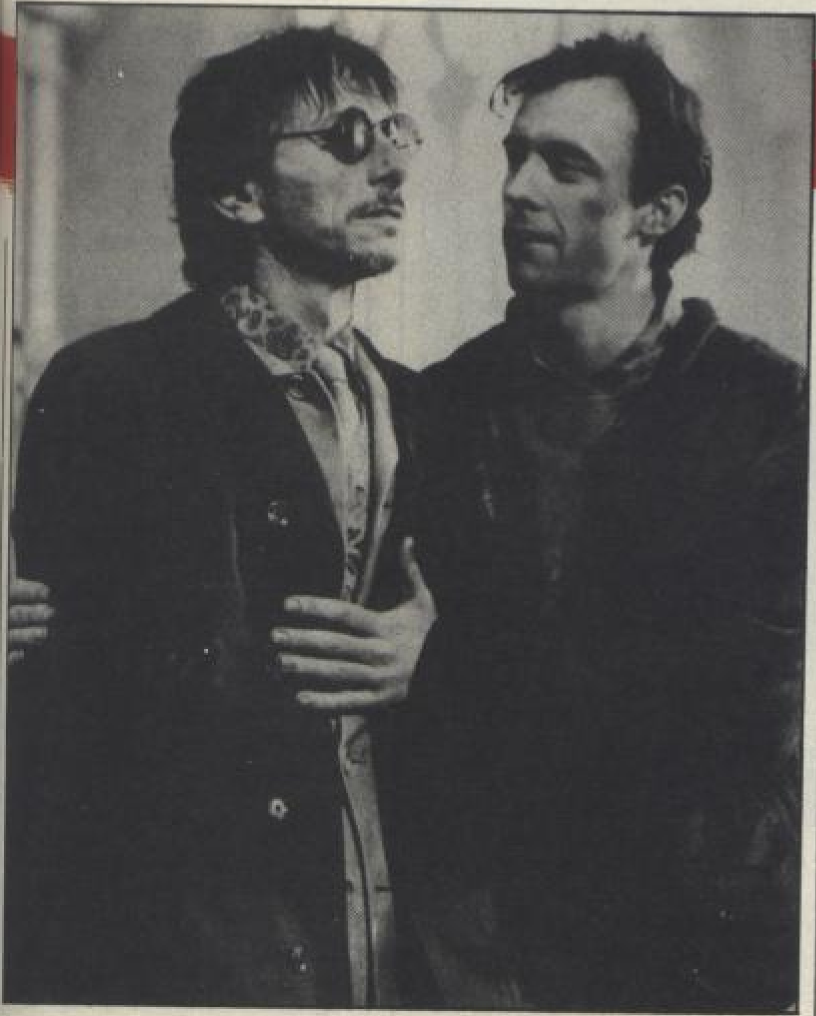
Electric avenues

Thinking about it superficially, computers really shouldn't have much of a look-in when it comes to being out there, in front of the camera lens. Most of them wouldn't win any prizes in a beauty contest and contrary to early sci-fi B-movies they don't appear to be doing very much (rarely even flashing a light, though sometimes a printer might churn out a ream or two of paper).

They merely sit on someone's desk, churning out numbers and words, controlling often mundane functions. Even the latest computer plonked upon a desk would be pretty boring viewing to all but the most obsessed of computer junkies.

But computers have moved and are moving into the world of TV thriller and for several very good televisual reasons.

Month by month, year by year, more and more people become educated in the ways of computers. At one time they were devices to be handled only by those with university-gained computer skills. But now these plastic boxes are used in countless offices, factories and homes (the Confederation of British Industry – CBI – forecasts that by 1995 4 million people will be working from home using computers and the phone line). To be a computer illiterate in the forthcoming world will shut off many potential avenues.



▲ *The One Game*'s Stephen Dillon **encounters a blind man. Friend or foe?**

To others who don't know the first thing about them, computers still have a clinical mysteriousness that only adds to the drama of a programme, as long as people don't feel they are having the wool pulled over their eyes, and being blinded by science. So what we have is a world in which more and more people are becoming knowledgeable about computers and able to understand the jargon and significance of actions in a technology-orientated TV plot.

The second, and probably prime reason producers pick up on the computer world relates not so much the what computers are, but what they can do.

Corks in Zanzibar

As everyone reading this magazine knows, essentially computers are very useful in generating and transmitting information, and as we all know, Information Technology (IT) is the buzz word of the moment. Computers and computer systems create those very conditions that make for good thrillers - somebody tries to do something, somebody else tries to stop them. In the words of one anonymous writer for television - '. . . in television film there's only one plot. There's a guy in Zanzibar with a cork up his bottom. There's only one guy in the world who can get it out and he lives in Newark, New Jersey. We spend the next fifty minutes seeing the second guy fighting overwhelming odds to reach the first before he dies of toxic poisoning. OK?'

Perhaps the context maybe slightly different, a few twists here, a few twists there, but basically it's the plot you'll find in computer thrillers. Simple isn't it.

All you have to do is look at the stories breaking in the quality press, let alone in the rarified atmosphere of the trade and technical press and you can see opportunities for future programme makers and writers.

The contemporary world cannot function without computers, but their non-human element, their ability to do things quickly, their skill in 'not making mistakes' which are their strengths are also their weaknesses.

Duodenal ulcers

These days the scope for the computer-based programme is vast, there are just so many applications for computers in the modern world: At the beginning of the year, such a quality paper as **The Sunday Times** was running a story headlined 'Computers hit by mystery bug' – the virus, that can be added to a computer by by disaffected employees or saboteurs that, will eat at a computer's very heart and soul, eventually turning it into a metallic corpse. Data is destroyed, information corrupted, systems break down, deals are lost weapons guidance systems go down. Chaos reigns.

Remember, computers

– run the financial world, shifting billions of dollars pounds, francs and Deutschmarks across continents, between one account and another in less than the blinking of a gnat's eye and as easily as moving a feather. The share crash in America last year is said to be in part the result of 'programmed trading' – computers spot minor, but profitable, fluctuations in share prices and blitz in with numerous trades;

– can be used to manipulate and instantly recall vast quantities of information on any individual; Government departments to collect, store, collate and analyse the vast quantities of information upon all of us which come from their official forms. To many that information can be damaging when correct, but often it is far more damaging for people when that information is wrong. And anyone who has tried to correct erroneous information held about them on computer knows just how difficult that can be to do.



▲ **Taking decisive action –** *Menace Unseen*

– control a country's military defence system because the response time required is too fast for the human brain to take in all of the information and reach the correct conclusion, the trouble is very often neither do computers. Periodically we can read newspaper reports of how due to computer error we came almost to the brink of a new world war.

– large and small companies use them to make business decisions where millions of pounds, thousands of jobs and countless anxiety induced duodenal ulcers are at stake.

Computers are powerful and getting more powerful by the month, and those that control them can have awesome power too, and power corrupts. Greed, crime, money, ruthlessness are its consequence. No wonder they became grist to the TV mill. With all of these implications the seeds of a new thriller series are sown.

▶

COMPUTERS IN TV

Porcine and bespectacled

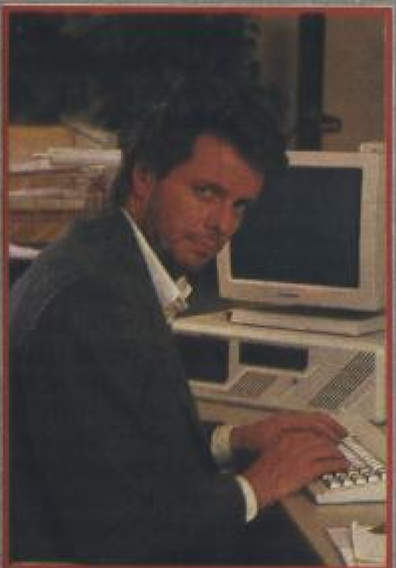
Two programmes were created at about the same time, appear to have spawned the genre of computer thrillers. ***The Consultant*** based upon the book by John McNeil and starring Hywell Bennet, explored the possibilities of computer fraud, which in the early Eighties was just appearing. The premise of the programme was simple, what happens if the computer expert you send in to investigate commuter fraud is bent himself?

But it is ***Bird of Prey*** which made the first real impact. It appeared upon our screens on 1 April 1982, but certainly it proved to be no April fool joke, as it became an unexpected winner in the ratings list. Again it was a series that looked at fraud, this time upon a European scale. Porcine and bespectacled **Richard Griffiths** took the lead, operating as an adequate, but not brilliant computer expert. Griffiths becomes convinced of his superior's willingness to dip into the kitty. That knowledge puts not only his life, but those who know him, at risk. The dramatic quality of the show, its acting and haunting theme music against a backdrop of a wolf working its way ever closer to a victim in computer game maze unsurprisingly led to the sequel, ***Bird of Prey 2***.

Thus it was really *Bird of Prey* that opened up the field, and revealed the possibilities of computers forming the structure for a mainstream TV programme. The series was a hit. It proved to the general public and probably more importantly to the TV programmers, that computers could be interesting and could form a good basis for our evening viewing.

Perhaps it didn't matter too much if not all of the audience understood all that was going on. That never stopped *Tinker Tailor, Soldier, Spy* with all of its intricacies being compulsive watching for millions. Good acting and writing, the pace of the direction and the flow of the programme could make up for all of that.

That early piece of computer action has been followed in more recent months by offerings from the independent stations of Anglia, Central and Granada Television.



▲ Jean Michel Jarre lookalike – *Menace Unseen*

Explosive computers

Anglia's ***Menace Unseen***, is at heart a story of murder and mystery. It sees **Ian Ogilvy** flick aside his Saintly halo to take on the role of computer good guy Duncan Free, avenging the death of his business partner (killed by the explosion of his sabotaged computer) by unraveling a cat's cradle of illegal, secret deals. Judi Bowker as widow of the murdered computer boss, Robert Shriving, adds suitable romantic appeal.

Ogilvy himself is not computer-literate and thus reveals that attitude with which he went into the series, 'the secret of looking as if you know what you're doing with a keyboard is just to move your fingers over it very quickly'.

(Thje onnly tooubble with doing thuws ias thaty jn real lifew you caab makew a few misitakleks.)

The message, if there is one, from this three-part series is that an individual can so easily be pinned like a butterfly by the distorted and corrupt use of information held about them. With databases becoming ever more massive, and accessible by secret services and business empires alike – no-one is truly safe.



▲ Tense City action in *Wipe Out*

Insane computers

Wipeout is Granada's contribution to the computer TV thriller, screened this summer. Scientist John Fairling is researching into artificial intelligence and the human mind at a high security prison.

A riot occurs.

The subsequent enquiry is told that a 'deliberate attempt has been make to warp the personalities' of the prisoners. What's more Fairling is missing.

Not only has he gone walkabout, but he has electronically 'ghosted' himself, having hacked into every databank in the UK and erased all of the files held upon him.

Add a linkage to underworld figure Harry Kaylan, arms dealing and big business, and things are beginning to get mind-numbingly complicated.

Fairling has been using Revol 3 – a fifth generation computer, 'fast, intuitive, unbelievable . . . the best' which he manages to divert.

Fairling's aim is basically simple, to introduce complex codes - the Paradise Program - that would break down the logic systems of the large megacomputers of the superpowers, 'he decided to try and drive a computer mad'. In this aim he is supported by left-wing terrorists and activists.

And as Home Office boss Clive Rawlinson puts it, 'The position here is that this merry little band of anarchic lunatics is now running around with the world's cleverest computer and one of the few men in the country who actually knows how to use the damned thing.'

As an anonymous Californian programmer puts it, 'To err is human, but for a real major league cock-up you need a computer.'

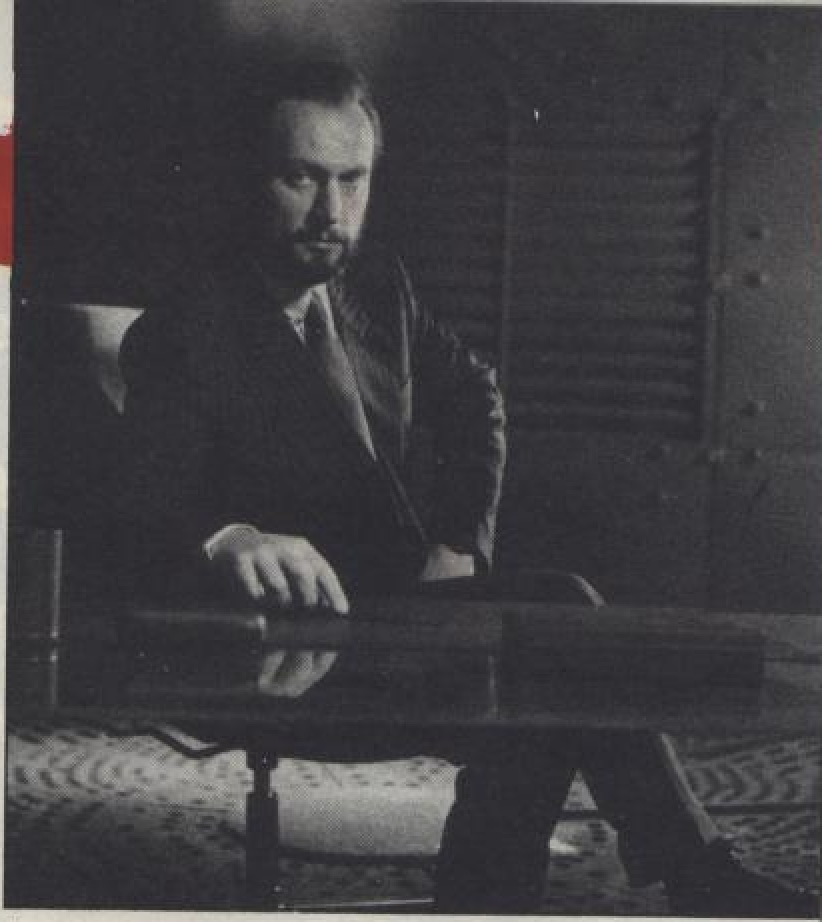
Max Raines, a reluctant investigator is pressured into taking the case by the Home Office - 'He's obsessional, depressive, verging on the paranoid, in other words he's exactly what we want'. **Ian McElhinney** takes the role.

▼ What do you mean it won't run *Manic Miner*? – *Wipe Out*



Raines gets hold of the program, but decides not to hand it over to his bosses. Instead he tries to discover its secrets himself. At this point he becomes surplus to Home Office requirements.

Surviving their attempts to dispose of him, Raines gets to Fairling, who has already started injecting the Paradise Program into Britain's military communications system. At a crucial moment his efforts are jammed, giving armed troops the time they need to break into Fairling's bunker, slaughter nearly everyone there and save the world.



▲ Patrick Malahide as the mean and avenging Magnus in Central's *The One Game*

Computerized hobbits

Central TV's 1988 four part series, ***The One Game***, doesn't look at such big issues as the other programmes, taking things down to a more personal level.

It's billed as a new form of television drama by the station – a fantasy thriller. And what is a fantasy thriller? Let the show's producer **Deidre Keir** explain: 'To me it means brainache. To create *The One Game* we broke down barriers between straight forward thrillers and surreal fantasies'.

The plot of *The One Game* begins with a 'simple' computer fraud. Sometime between drinking his evening Ovaltine and guzzling the morning cornflakes £2 million disappears from the bank account of a games company owned by Nick Thorne. Poetic justice perhaps for Thorne (played by **Stephen Dillon**) who has ripped off a lot of games inventors to generate that now vanished wealth.

But the situation is just a little more serious, for someone is playing with the firm's computers. 'Nick', Keir continues, 'discovers that his former partner Magnus (the excellent **Patrick Malahide** - *Minder*'s frustrated Inspector Chisholm) has set him a series of games to play, which he calls *The One Game*.'

'Magnus has decided that people should get up from their games boards and computer terminals and play games in real life. The problem for Thorne is that he doesn't know who is and who isn't a player. A man in the street might be a bystander or he could be a player with a weapon under his coat'.

This is the 'ultimate reality game' and Thorne's participation in it is ensured by the kidnapping of his wife and the sabotage of his business. (For those of you with a liking for history/myth, *The One Game* was based by its writer, John Brown, on the legend of King Arthur).

Retarded computers

Though some good series, even excellent ones (*Bird of Prey*) have been created, as yet the computer thriller is still really in its infancy, and paradoxically enough that's where it might stay. A child that never grows up.

With computers now rather everyday things, almost mundane pieces of equipment, producers may look to incorporate them into a wide range of programmes, rather than using them as a central theme. The spy, government investigator or saboteur will use them to help him perform his task, but the computers will be only tools, mentioned and seen in passing. If that happened computers will be reduced from starring parts to walk on roles. But, if the advances in computers gather a pace and if the viewing public become hooked on the 'keyboard and boxes', who knows perhaps we'll be hearing pleas on *Points of View*, more computers on TV – please, PLEEESE.

But probably in the wilds of Golders Green at this very moment sit a horde of balding writers, hunched over their word processors, carving out fresh scenario after fresh scenario all set to make that theory wrong. Looking forward, the straightforward criminal element may well to a large extent be remove from forthcoming series in which computers play big roles. The world of medicine – using computers to diagnose medical problems and give out the bad new; and the financial world, especially after last year's crash are the most likely targets.

As scripts become leaner, less wordy, the demand for action becomes greater. The visual image does so much without the actors. Perhaps this points forward to the ultimate computer thriller, when not only are computers and what they can do an integral part of the plot, computers themselves take all of the parts and no human actor or actress struts the boards.

But as with many other things, cost more than public opinion and creative desire may be the limiting factors. A computer thriller, along with any other drama, could cost £200,000 or so . . . an HOUR! Compared to the £20-30,000 spent per hour on sport, that comes pretty expensive.

However, with the growth of satellite broadcasting and cable TV, there is an insatiable need for more and more programmes, to add to the four channels' present weekly output of 525 hours or so.

So, if you think that you know enough about computers or can find out enough, and think you can pen a good yard, why not bombard the BBC or ITV with a script or two. Who knows, you might not get an acceptance straight away, but if you can come up with the goods, I for one would not mind seeing a few more good computer thrillers on TV.

But heed well the words of **Michael Waring**, producer of *Bird of Prey*, 'You can't sell these programmes [computer thrillers] on technical issues alone. As with any drama, you need a human dimension to rake you through the story'.

So why not load up those WP packages or just use a notebook and pen and get scribbling. You've got to start somewhere . . .



▲ There aren't any rules. You could be playing every minute of the day and not know it



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COMMS

EVANS AT SHOW SHOCK!

PAUL EVANS, the guru of comms, proffers apologies all round . . .

HI, THERE. I'm sorry, but the postal strike had the last laugh and last month's article didn't make it despite various attempts! So here comes last month's article, together with this month's one as well – two for the price of one a three-quarters?!

IT'S SHOW TIME

First off here's my account of the PC Show, written at 1:15am on the following Sunday morning. And I was certainly right about the scene at Liverpool Lime Street Station. Loads of PCers all jumping on the 07:10 to London Euston. I got chatting to a lot of them over a BR Bacon/Lettuce/Tomato sandwich (never again!) and they all were happy with both my articles and the mag as general. (I'm surprised they knew who you were – Ed.) A big HI to them! Once there I dashed for the **Telemap** stand to see what they had to offer.

The first person I met was the one and only David Rosenbaum (Ta-Daa!), he being the public relations kind of guy! I was presented with a smart press pack and told of the latest expansions of what must be the most successful English communications group. Here's what I discovered . . .

First, two items that will be of limited interest to most of you. Telemap are launching a new business service called *Interbusiness*. It's described as 'a unique online advice service for the business user'. Telemap has linked up with the **Legal Protection Group** to provide a team of specialists who will answer questions on taxation, law and employment. All you have to do is send a question and the reply will be sent within 24 hours! The service will also provide articles on current business topics and techniques to aid the up-and-coming businessman (like myself). These will cover most aspects from finance to sales.

'Existing online service are aimed at specialist markets', said Gerard Richardson, Business Development Director of Telemap Group. '*Interbusiness* is different. It is a small service, of interest to everyone in business from the small businessman without easy access, to a team of specialist advisers, to a manager in a company who needs to know the latest market developments.' The service is due to be launched in the late Autumn, more details of costs, etc when I know . . .

The next item is 16-bit (arrgghh!!) but does contain some 8-bit (hurrah!) news as well. **Micronet** is setting up a gateway (an all-formats store selling lots of veg and groceries? – Ed) for telesoftware so they can offer it FREE (yippee). The biggest news, however, is that Micronet are offering for the first time, 16-bit telesoftware!! Again, for free! 8-bit software is also included in the new service, but Micronet are really excited about the 16-bit offer! (So are you, if the number of exclamation marks is anything to go by, Paul – Ed.) 'With the wide range of free downloadable software now available on our weekly online magazines dedicated to these machines, Micronet offered the most comprehensive service for the 16-bit user,' raved **Mike Brown**, Technical Director of Telemap Group.

GOLD SHADING

Now on to something that never seems to stop growing – *Shades*! That ever-popular multi-user game is spreading like crazy! Now it's available on **Telecom Gold**. For the first time, Gold's 105,000 subscribers have a chance to join in Europe's most popular online adventure. What's more, it costs no more to use at peak hours (8am-7pm) than the standard Gold charge of 6½p a minute. When off-peak, there is a surcharge of 4½p per minute on top of the 2p per minute Gold charge. The launch onto Telecom Gold means that the game can now be played at 300, 1200/75, 1200 and 2400 baud rates.

Also, don't forget that *Shades* is available to non-subscribers as well by phoning **0898 10 0890**, but watch the phone bill (25p off-peak, 38p peak).

John Tomany, Managing Director of Telemap Group, says '*Shades* is a proven success story with users already clocking up over 4000 hours per week through Micronet, Prestel and the 0898 network. By going onto Telecom Gold we are doubling the potential user base, which not only makes sound commercial sense, but can only add to the excitement of the game'.

Well, will it be long before EVERYONE is playing *Shades*? Anyway, watch out for the latest advertising campaign!

PARLEZ VOUS FRANÇAIS?

Finally, Telemap Group is launching a second sister company in France. Already, users in Italy have been able to share the wonders of Micronet in a similar version called **Lasernet.** The new company, **Telemap SARL** is based in Paris and is launching a French version of Micronet onto **Minitel**, the French equivalent of Prestel.

Minitel is one of the biggest computer online databases, having four million terminals throughout France. Its growing popularity is due to strong government support, which we are sadly lacking in this country. Micronet claim to be building themselves up to dominate the market when the deregulation of Europe takes place in 1992.

'France presents a major opportunity for Telemap Group,'



▲ **John Tomany: Micronet's man of many words**

▶

said John Tomany (talkative fellow, isn't he!). 'Despite the huge number of users, and the range of services already found on Minitel, we have developed a number of advanced products which will be new to the French. Telemap Group intends to become a major player in the French videotex market.' Powerful stuff, eh? Guess what the first Telemap product on Minitel will be? Yep, *Shades*!

If you want more information on Micronet, write to **Telemap Group Ltd, Durrant House, *8 Herbal Hill, LONDON EC1R 5EJ.*** ☎ **01 278 3143**

AND NOW FOR SOMETHING ELSE

That's all (phew) from Telemap Group. Now it's indie time. Whilst browsing among the various mini-stands for user-groups I finally came across details of the database that **Peter Gabriel** (who I did finally get to see at the Amnesty concert) and **Howard Jones** have helped to set up.

It's called *GreenNet*, and describes itself as 'The global network for environment, Peace and Human Rights'. It allows you to communicate, share information, pool resources and plan events with individuals and groups anywhere in the world. It also has an international bulletin board and mailbox system so you can easily find information on anything from acid rain to the SDI system! The system claims to be cheap to use, allowing you to send telexes anywhere in the world for only pence per page. It also provides a wide range of services designed specifically to meet the needs of environment and peace groups.

GreenNet is a non-profit organization and part of the Association for Progressive Communications, giving access to *PeaceNet*, *EcoNet*, *GeoNet*, *InterDoc* and *Poptel*. It relies on donations to keep running, as well as subscriptions, of course. As for costs, it's free to join, but you have to make a £30 deposit against your first few bills. Subscriptions are £5 a month and connection costs 9p a minute. UK electronic mail is free, and a 200 word message to the USA costs only 50p! So, what does the great man think?

'Information is power. Much of the information revolution grew in the womb of the military and the multinationals. It's time to take it into the hands and homes of the people and to make it very accessible to those working to improve the world. *GreenNet* deserves to succeed,' Peter Gabriel was heard to utter. (And all in one day. That *must* be a miracle.)

To get an application form, write to ***GreenNet, 26 Underwood Street, LONDON N1 7JQ.*** ☎**01 490 1510.** I'll find out more for a full review on the subject.

Besides the things I have mentioned, there was very little going on in the comms world at the show, unlike last year. **ClubSpot 810** were showing off there latest databases for Prestel, as well as advertising the biggest adventure meet yet (a job for Samara there!). However, most of the comms areas were aiming at the business market, hope there's a bit more leisure next year!

MOAN, MOAN, MOAN!

I've received a letter from one **Philip Green** from Rotterdam who supports my hatred of junk mailboxes (see Issue 56). He lists his many complaints of the Dutch viewdata systems on which he receives a lot more junk mail than us! However, some of the mail is of dubious content and this has resulted in Philip banning his son from logging and collecting messages. He said that the service planned to introduce a system preventing junk mail being received . . . but a year on, nothing has happened. Thanks for the mail, Philip. I certainly agree with your complaints and will ask Prestel about it for next month's issue. As for modems, I intend to have a look at the field soon but as you pointed out, the scope is very limited, especially for the 48K machines. In the meantime, I second Philip's motion – junk mailbox the Prestel Customer Services with complaints. I really am sick of these mailboxes!

But enough moaning, I've been waffling on for ages about computing areas on Micronet and Prestel, but rarely mention the normal habits of your average teenager. Music, films, nightlife etc. So, how can Prestel help?

ET AL II

Let's start the music. How does your average heavy metal nutter enjoy himself on Micronet. Well, there's an ideal section called Aard Rock (★aard#). It's a general music area, content structure being similar to 20th Century Hamster (a games/competition base). The main menu presents all the features you would expect to find: a top ten of singles and albums, reviews, news, videos, features and competitions. (I entered a competition for a pair of J M Jarre tickets, and didn't win.)

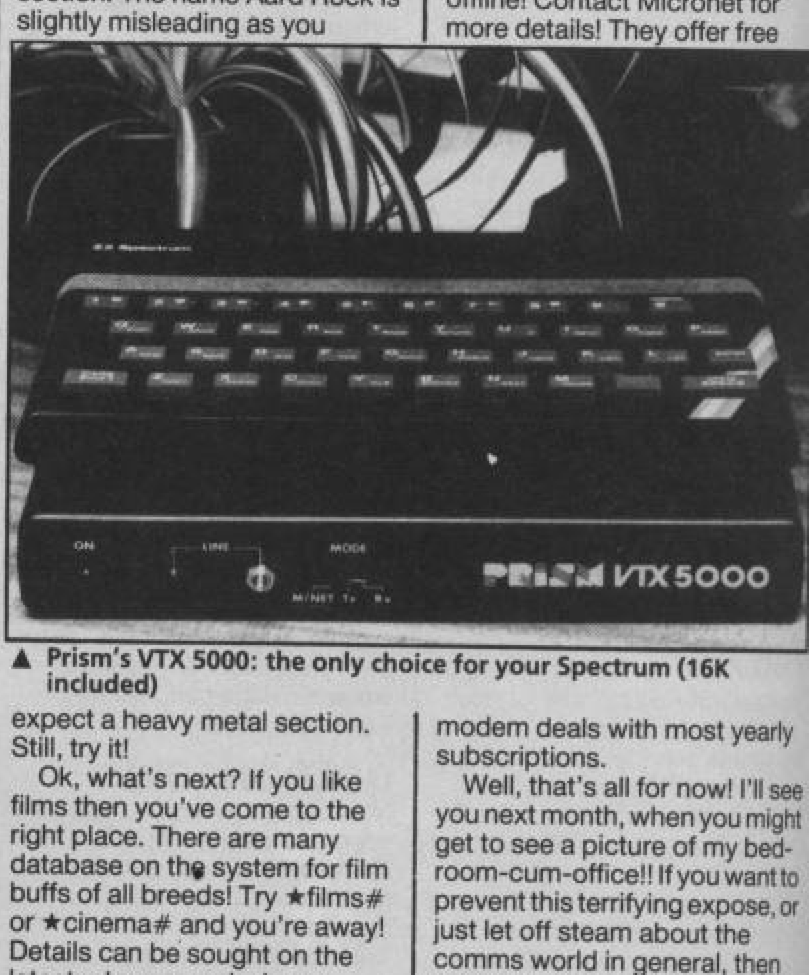
The section's well laid out and colourful. Problem is it suffers badly from updating (for instance, it's now mid-October and the charts were last updated during September!) However, it does contain a wide range of interesting features (such as group biographies and gig guides) and there's even a letters section. The name Aard Rock is slightly misleading as you expect a heavy metal section. Still, try it!

Ok, what's next? If you like films then you've come to the right place. There are many database on the system for film buffs of all breeds! Try ★films# or ★cinema# and you're away! Details can be sought on the latest releases and where they're showing. Some cinemas even allow you to book tickets online!

Nightlife? Loads! Many details can be digested all about nightlife – only in and around London, sadly. And then there's the only online nightclub! All you have to do is get comfy with a few cans of Cola and type away! There's a good chatline, agony aunt page, not-so serious agony aunt page, news, letters and general abuse of all that Prestel stands for morally! Meets are often held around Britain (London mostly) which involve vast amounts of ale quaffing. (And no, I'm not telling Nick Roberts where they are.) To join, you have to register after midnight. Just type ★tmmc# (The Midnight Micronetter's Club) and watch the fun unfurl before your eyes!

THE LAST OF THE DINOSAURS

Included among this month's letter is an interesting one from **Mr K McDermott** who owns a ZX Spectrum 16K (they still exist?) and wants to know if a VTX modem will run on it with no problems. In answering this question, there's good news and bad news. The good news is that you can use the VTX completely safely with a 16K and enjoy Micronet to the full. The bad news is that you will have to put up with the rather naff terminal software held in the ROM. My advice is to get a 48K and buy a copy of *VTX Editor* (available on Telesoftware) which is a far superior package including editing and mailboxing facilities offline! Contact Micronet for more details! They offer free modem deals with most yearly subscriptions.



▲ **Prism's VTX 5000: the only choice for your Spectrum (16K included)**

Well, that's all for now! I'll see you next month, when you might get to see a picture of my bedroom-cum-office!! If you want to prevent this terrifying expose, or just let off steam about the comms world in general, then why not write to or MBX me? My MBX number is **219995412** and to send a letter, just use the CRASH address! That's **Paul Evans, Comms, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB*.** See you next month and Happy Christmas!



BEGINNER'S GUIDE TO PBM

To complement this month's introduction to RPG, IAN LACEY has been arm-twisted into giving an overview of PBM for those not already addicted. But first, the miserable young so-and-so has a whinge about Christmas . . .

YES, IT'S THAT time of year again, when all those annoying cards with horrible, sickly covers start clogging up the post. Turn results with strict deadlines are lost in the flood and we PBMers are forced back to our computer or board roleplaying games. So if you're new to the hobby, and send off for a couple of the cheapo games below, expect a delay!

WHAT IS IT?

The basic concept of play by mail games is simply that you write down what you want your character(s) to do, usually by filling in a turn sheet, then post it to the GM (game moderator). After analysing your sheet the GM (human or computer) decides what happens. The results are then printed, and posted back, restarting the whole process. Games based on this principal have been played almost since the beginning of the postal service. From chess through to various board games like *Diplomacy*, all manner of games have been converted to postal play. Soon, of course, people started designing their own games solely for playing by mail. Charging a small fee helped pay for the time and effort of these designers, and deterred time-wasters messing about with the games. As the years went on, more and more people thought that running a game would not only be fun, but could be financially rewarding. And so the play by mail company was born.

Nowadays if there is any sort of game you've ever fancied playing (whether postal or not) you'll probably be able to find a similar PBM game. If you haven't found it yet then don't worry, keep reading these columns and I'm sure I'll mention a game that appeals. Alternatively you could send off for a magazine which is dedicated to PBM (most are only available via the postal service – God bless 'em – or at conventions). The best known of these is *Flagship*, which is an A4 prozine dedicated to play by mail games. It's fairly comprehensive, but often out of date by the time it arrives. It also carries a rather hefty price tag – £2 – but in the long run it's probably worth it. The latest issue is Number 18 and can be obtained form: ***Flagship, PO Box 12, Aldridge, WALSALL, West Midlands WS9 0TJ.***

Alternatively you could try one of the two bigger fanzines dedicated to PBM. Firstly there's *PBM Scroll* which is now on Issue 6. It's 40, A5 pages long, a little scrappy in presentation, and overpriced at £1. Nevertheless it does give an 'alternative' view of the hobby and covers some amateur games that get little coverage elsewhere. Send your cheque to to **John Woods, *91 Wandle Road, MORDEN, Surrey SM4 6AD.***

The second fanzine is slightly harder hitting and covers a wider range of topics. I'm not sure if I should be mentioning this at all, since I edit it! Judge for yourselves. It's called *Start-Up (+ 2 Free Turns)* and Issue 1 costs £1 (overpriced? Nah!) for 60, A5 pages. It contains PBM reviews, fiction and coverage of many other areas of gaming. Cheques to ***Start-Up, Orchard Cottage, Greenways, Flordon, NORWICH, Norfolk NR15 1QL.***

Magazines and columns such as this aren't the only ways to get into the hobby. There are two associations which will deal with queries. The first is mainly responsible for organising conventions, but are generally a helpful bunch. They go by the name of **The British PBM Association**, and can be found at ***2 David Court, 200 Lansdowne Road, London N17***. The other group are called the **Postal Gamers Association** (PGA) and produce a newsletter/magazine which is very good (A5, 44pp, 75p). They can be contacted via the GM of *Raiders Of Gwaras*, **Mike Richards** at the address below.

CHEAP GAMES!

I've tried to find some games for beginners which have start-up packages well under £5, and turns priced at under £1.50. Most of the games are Computer Moderated (CM) because PBM companies find them easier to run, as well as making them cheaper for us.

Trolls Bottom: Free start-up with two turns. Turns £1 or £1.50. CM. You take on the persona of a Moon Troll in the wild and whacky land of the title. Good for beginners. **KJC Games, *PO Box 11, Cleveleys, BLACKPOOL, Lancs FY5 2UL.***

Creephouse: Free start-up with two turns. Turns 80p. CM. You are a Creep in a crazy haunted house. Can you escape? A very different game, smoothly run with some hilarious turn replies. **Project Basilisk, *PO Box 24, Sheerness, Kent.***

Crisis: Start-up £2. Turns £1 (Fast – seven day turnaround), £1.25 (Slow – ten days). CM. Based upon the boardgame *RISK*, but with nuclear missiles and numerous other innovations. A great introduction to PBMing and wargaming alike. **Mystery and Adventure Games, *15 Fairview Crescent, Harrow, Middlesex HA2 9UB.***

Skullball: £8.50 for ten games (turns) with the possibility of more if you make the finals. CM. A fun variation on soccer-management games making you head coach of a *Skullball* team. A game where the players use every part of their bodies to get the ball near their opponents' goal. **On The Brink, *Brink House, 18 Salvin Close, Cropwell Bishop, Nottingham***

NG12 3DZ.

Jetball: Start-up £3.50. Turns £1.50. CM. Similar in concept to *Skullball*, but your team is a group of hardened jetpacked thugs, attempting to become the champions of the galaxy at this violent, futuristic sport. **Alchemists Guild, *PO Box 114, Kidlington, Oxford. OX5 1DS.***

Raiders Of Gwaras: Start-up (plus one turn) £3. Turns £1.25. HM. One of the best Roleplaying PBMs to my mind. Unbelievably long turns, at a very low price. No other professional game at this quality can match *Raiders* on value for money. **MJR Games, *4 Higher Lidden Road, Penzance TR18 4NZ.***



CHRONICLES OF A PBMER

Now to game much-mentioned in previous issues of CRASH. Our favourite novice, **Mr Anon**, returns to give us an idea of what *The Chronicles Of The Knights Of Avalon* is really like . . .

The start-up kit contains a newsletter, the basic rules and various starting sheets. The newsletter makes interesting reading and keeps you up-to-date with happenings in *Avalon*, and other **Jade** games. The basic rulebook (advanced rulebooks cost £1, from turn five) is nicely presented, 'designed only to give you an idea of the game's mechanics, the game expands for the player through gameplay, and is designed for you to discover'. I don't think this is a disadvantage, in fact it adds to the game, as you are forced to explore the game system. There are about sixty different combinations of orders, but the most commonly used are those concerning army movement, settlement building and expansion.

For some reason I missed the first game turn, and found that my settlements were randomly placed in my home province with my armies fixed in them. All provinces consist of a blank 10x10 grid with each small square representing an area of 5x5 miles. This province will be one of the 504 which appear in the game. While this may seem a lot, less than half of them are habitable due to sea, mountains, and the like. You have to discover the world around you, and your location within it.

The game print-out is very good, including reports from all generals and settlements.

Your main aim is to progress from Squire to Emperor. To achieve this you must increase your game rating and how to do this is only hinted at in the rulebook. In fact *Avalon* would prove very hard to win if you tried to go it alone, and alliances are very important. Try and expand, explore and use your initiative. On the down side the turnaround, which is supposedly 10 days, has varied from 10 to 15 days, leaving me very little time to get my orders back to Jade.

The Chronicles Of Avalon is one of the better introductions to the world of play by mail. Overall I'd give the game a good seven out of ten.

QUESTIONS AND ANSWERS

Thanks to **Stuart Blake** for some good questions which I've tried to comprehensively answer below . . .

Q Which is better, a computer or a human-moderated game?

A *Both have their own advantages. Computer moderation is often very clinical and perhaps a little impersonal. It is however (usually) fast, unbiased and (on the whole) error free. Human moderation may be slower but gives you that personal touch, as well as often being more interesting and less repetitive than some computer games. Having said that there are, of course, games of both sorts which break the rules.*

Q Can a computer-moderated game be moderated by a 48K Spectrum, or do you need a 16-bit machine?

A *It very much depends on the game, and which pieces of the game you aim to run on the computer. If you have a game which is basically human-moderated, but also requires you to do some tedious calculations each turn, then a Spectrum would probably do fine. Almost every large, professional multi-player game is run on a 16-bit machine, though. I do know of a couple which aren't (see last month's column), but they are few and far between. If you aim to sell your game abroad then it is best to use the compiled Quickbasic language on an IBM-compatible PC.*

Q How do you get a PO Box number?

A *Try your local Royal Mail Sorting Office (Main area post office).*

Q Does a rulebook have to be in the normal style of full-colour printing etc, or can it be just a lot of printed sheets?

A *A rulebook can be in any format you like, photocopied, printed, whatever. To call full-colour printing the norm for a PBM game is perhaps a little misguided. Very few games have full colour rulebooks, or even full-colour covers (two colour covers are few and far between). Most are plain and simple black and white printed booklets. Things don't have to be colour to look good, just get a pleasing layout, some good art, and your rulebook will be well up to the standards of many professional games.*

Q Does the game have to be totally unlike all others or will I get strapped over copyright laws (ie *Arcadia/Earthwood*).

A *A difficult question. It's sad to say that a truly original game is now very hard to find. Most games are clever and neat variations of existing games. As long as you make sure that there are about as many differences as there are similarities no-one will worry. If your game is going to run with less than 100 players no-one is going to take much notice of you anyway. It's when things get professional and large sums of money are involved that tempers and legal threats start to fly . . .*

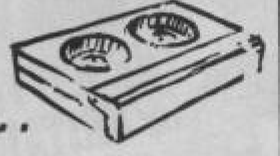
If any more of you have queries, please don't hesitate to write in.

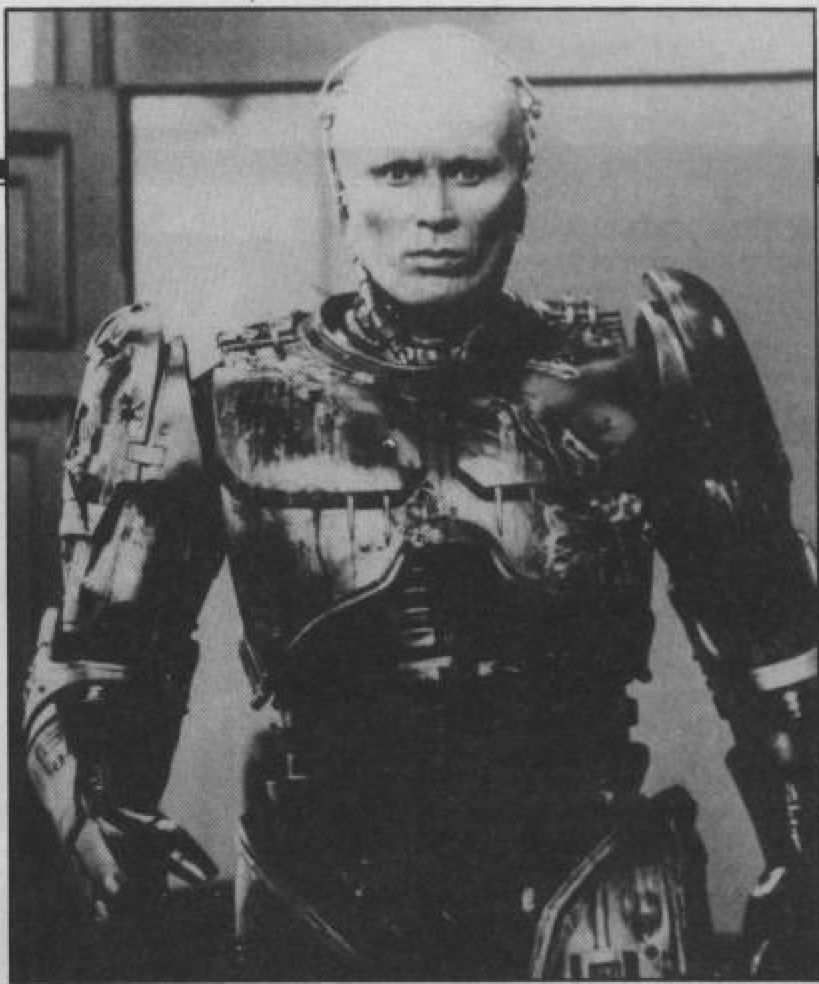
Finally I must just say something for all those people out there who are just starting a PBM game and want a mention in this column. Please don't just send photocopied adverts or whatever. To get my attention a full rule package and extra information is needed. Please bear this in mind when writing.

Next issue I'll be talking to those people who from Project Basilisk and being very nice to them, but only if they give me lots of free games and hints on how to win . . . Till then, keep 'em flooding . . .

ET AL

GOGGLE!





The ones you've been waiting for . . .

This month sees a clutch of high-velocity thrillers released, cumulatively spilling enough blood to keep a medium-sized hospital running for days. But the biggest and most hyped video is undoubtedly **Steven Spielberg**'s Disneyesque ***E.T.*** (CIC Video). Less a film, more of an event. Many who saw it the first time will rent it again to see if it really was as good as they remember. The arrival of the lovable alien on Earth and subsequent adventures with a suburban American family are certainly dazzlingly presented, with Oscar winning special effects, sound and score.

A much more recent box office hit is the film which finally transformed Brian De Palma into a respectable household name – ***The Untouchables*** (CIC Video, 18). This 1987 update of the TV series of the same name concerns FBI agent Eliot Ness in a quest to arrest Chicago mobster Al Capone. Set during the American Prohibition (when all alcohol was banned in the 1930s) the movie is rated as one of the best gangster movies ever. Ness is played by **Kevin Costner** (*No Way Out*), while Capone is played the brilliant **Robert De Niro** (*The Deer Hunter, Angel Heart* etc). The Oscar-winning performance, however, is provided by **Sean Connery** as Best Supporting Actor. A classic film it should be unmissable on video.

An earlier, and due to its violence more controversial film, by Brian De Palma is ***Scarface*** (CIC Video, £9.99). A massive three-hour film starring **Al Pacino** as a Cuban drug dealer it drew a lot of flak from the critics – like most De Palma films – but I certainly found it watchable enough to rent at least.

Equally controversial is the 'part man, part machine, all cop' ***RoboCop*** (Virgin, 18). Just as violent as the computer game, and even more gorey, this is set in the near-future where a dead cop, Murphy, has been rebuilt as the ultimate cyborg cop. Whether or not any of Murphy remains alive inside RoboCop's titanium armour is one of the key questions in this fast-moving film. Laced with a subtle, subversive black humour the screenplay drew inspiration from adult comics, something reflected in **Rob Bottin**'s superb robot suit design. The man beneath the suit is *Buckaroo Banzai* star **Peter Weller**, whose exaggerated body movements add much to the realism. My personal favourite of the year's releases there's doubtlessly going to be some queues to rent this.

Another computer game inspiring title is **Arnold Schwarzenegger**'s ***Predator***



(CBS/Fox, 18). This has Arnie playing the leader of a group of honourable mercenaries hired on less than honest terms by the CIA for a rescue mission in Central America. While Arnie's human opponents always seem doomed from the start, the alien predator of the title is a lot tougher with a highly effective invisibility shield. Dialogue throughout the movie is terribly corny, but once the action begins you can forget that. The often gorey special effects are excellent, the cinematography first class and the action compelling. (Schwarzenegger's earlier hit movie – ***The Terminator*** (Virgin Vision, 18) is now available for £9.99.)

Oscar-winning cinematography of a distinctly different type contributes to effect of **Bernardo Bertolucci**'s undoubted masterpiece, ***The Last Emperor*** (RCA/Columbia, 15). The winner of no less than nine Oscars, including Best Picture and Best Director. The story is effectively the biography of China's last emperor, Pu Yi, who rose to the throne at the age of three. Just three years after that over 3000 years of imperial rule were ended with the Communist revolution. Surprisingly the Emperor and his incredible palace, the Forbidden City, were left to carry on unchanged for over ten years while the Communists ran the rest of the country. Pu Yi's amazing story is here told with unprecedented access to the actual locations, making for an almost unparalleled visual treat. If you didn't see at the cinema give it a try now.

Another film which relies heavily on its visual appeal is ***An American Tail*** (CIC Video, U) – Steven Spielberg's first foray into producing animated movies. This was an unabashed attempt to recreate the high quality of early Disney films, when animators weren't quite so expensive. It certainly looks nice, and cute, but the story is a little weak. Nevertheless the adventures of a Russian mouse arriving in 19th Century America is bound to be a popular video success.

Also aimed squarely at the 'family entertainment' market is the Spielberg-produced ***Batteries Not Included*** (CIC, PG) – surely an appropriate title for Christmas. This tells of a rundown neighbourhood under threat from cynical developers. To the rescue come some flying saucers, while on about the size of a plate their special powers of transformation might just save the day . . . Without question the real stars here are **ILM**'s (Industrial Light and Magic) top-notch, comic stop-motion



effects making the rather weak plot a less than fatal weakness.

By contrast the story of ***Watership Down*** (Guild Home Video) helps make it one of the best animated films around. Available at £9.99 this should make a pretty good Christmas present.

Almost equally cute, and much more funny is **John Water**'s ***Hairspray*** (RCA/Columbia, PG). Set in Sixties America the story follows plump teenager **Ricki Lane** in her efforts to win a TV danceshow trophy. The heart of this hilarious comedy is provided by recreations of Sixties dance crazes. Besides including the last appearance of the cult star **Divine**, *Hairspray* also features singer **Debbie Harry** in a supporting role.

Taking a more serious and more prominent role in ***Light Of Day*** is another American pop singer, **Joan Jett**. Together with *Back To The Future* star **Michael J Fox** she leads a struggling rock group in Cleveland. The real problems, though, revolve around the pair's strife-torn family. An interesting movie, with a great performance from Jett, this is well worth checking out.

Another rock star, **George Harrison**, is the co-producer of yet another back-to-the-Sixties film, ***Withnail & I***. Set in 1969 this features two 'resting' actors on a permanent drug-and-alcohol binge in London. Sporadically very funny indeed this had a mixed critical reception at the box office, but should do well on video.

Appealing once more to the sell-through market is Warner's latest pair of £9.99-per-video collections. Firstly there's ***The Classic War Collection***. This includes ***The Wooden Horse*** – an exciting POW drama, ***The Cruel Sea*** – documentary style WWII warship drama, ***The Dam Busters*** – classic bombing raid film, ***The Colditz Story*** – famous POW tale, ***Ice Cold In Alex*** – tense WWII drama set in Libya, ***The Battle Of Britain*** – star-studded blockbuster where flying sequence outshine acting, ***633 Squadron*** – somewhat pretentious 1944 bombing raid film, ***The Great Escape*** – even better than classic computer game, and ***A Bridge Too Far*** – stars by the dozen in a very average spectacular.

The second Warner special carries the ambitious title ***The Best Of British Directors Collection***. These largely 1980s titles include **John Boorman**'s ***Excalibur*** – excellent King Arthur epic, **Alan Bridge**'s ***The Shooting Party*** – superior story of class conflict in 1913 England, **Peter Duffell**'s ***The Far Pavilions*** – intrigues in Imperial India, **Bill Forsyth**'s ***Local Hero*** – **Burt Lancaster** in touching Scottish comedy, **Hugh Hudson**'s ***Revolution*** – epic flop about American Revolution and more successful ***Greystoke: The Legend Of Tarzan, Lord Of The Apes*** – stylish but a little too long, **Nicholas Roeg**'s ***Don't Look Now*** – mystic happenings in Venice and **Roland Joffe**'s ***The Killing Fields*** – the tragedy of Cambodia, and more recent ***The Mission*** – beautiful 18th Century story of Spain's occupation of Brazil. While the 'best of British' claim is obviously a little silly considering the omissions, not to mention the inclusion of *Revolution*, this is certainly a first class collection.



Finally we have the appropriately-timed video release of the latest film version of Christmas's most famous novel; **Charles Dickens**' ***A Christmas Carol***. Starring **George C Scott**, **Suzannah York**, **Nigel Davenport** and numerous other stars this is an above average film, beautifully filmed (in Shrewsbury, just 29 miles north of CRASH Towers) and well-acted. Don't be a Scrooge rent this, or one of the other fine releases above for some excellent entertainment this Christmas. See you soon . . .

RUDOLPH'S RED-NOSED GUIDE

CRASH tells you where it's at for the Christmas month . . . Take your red nose with you!

BRISTOL, Avon
17 December (Provisional date)
Christmas Illuminated Carnival
Historic Harbour, Bristol City Docks.
Boats on the waterfront with festive illuminations plus seasonal entertainment.
For further information tel: (0272) 266031

WINCHESTER, Hampshire
3,4,10,11,17-20 December
Marwell's Famous Christmas Winter Wonderland
Marwell Zoological Park, Colden Common.
Tel: (0962) 74406.
Festive entertainment complete with a Christmas grotto and live reindeer!
Open daily 10:00am to 5:00pm.
Admission £3.75 (includes zoo admission, presents and refreshments).

LONDON, Greater London
24 November to 29 January
Wildlife Photographer of the Year
Natural History Museum, Cromwell Road SW7.
Tel: (01) 938 9123.
A display of the winning entries in the international natural history photography competition.
Open Monday to Saturday 10:00am to 6:00pm. Sunday 1:00pm to 6:00pm.
Admission: adults £2.00, children £1.00.
Monday to Friday 4:30pm to 6:00pm all free.

9 December to 12 March
Lawrence of Arabia
National Portrait Gallery, St Martin's Place WC2.
Tel: (01) 930 1552.
Marking the centenary of his birth, the exhibition depicts the life of one of the most enigmatic and renowned military leaders in 20th century British history.
Open Monday to Friday 10:00am to 5:00pm, Saturday 10:00am to 6:00pm, Sunday 2:00pm to 6:00pm.
Admission: adults £2.50, children £1.50.

7 November to 6 January
Regent Street Christmas Lights
Regent Street W1.
The lights will be switched on by a celebrity guest on 7 November at 6:00pm. They will be on daily from 3:30pm to 12:00pm.

8 December to 6 January
Norwegian Christmas Tree Lights
Trafalgar Square WC2.
The City of Oslo has presented a Norwegian spruce tree to Britain every year since 1947. The white lights will be switched on at 18:00 on 8 December and each evening until 24 December carols will be sung around the tree.

1 January
Lord Mayor of Westminster's Big Parade
Through the streets of Central London.
Parade of marching bands from Britain, America and Europe, plus decorated floats.
Starts 1:00pm.

EDINBURGH, Lothian
6-31 December
'The Snow Queen'
Royal Lyceum Theatre, Grindlay Street.
Box Office: tel (031) 229 9697.
Famous Han Christian Anderson story Mel Croucher claims *Star Wars* ripped off (we don't believe him, though!).
Traditional family show.

MALTON, North Yorkshire
16 to 24 December
Malton and Norton Dickensian Christmas Festival
Throughout the town.
Step back in time to when Dickens was a lad. Victorian entertainment and street markets.
Tel: (0653) 692608.

With many thanks to the British Tourist Association.

The 1988 British Video Awards

After *Et Al* trying to pick the best of each month's video releases we thought it'd be good to report on what the 1988 Video Awards thought . . .

Nearly 66% of homes in the UK have either a rented or bought video cassette recorder, and in 1988 £250 million will be spent on blank and £9.99 or less videos. The UK's biggest selling video tape, *Watch With Mother*, has sold over quarter of a million copies. That's a pretty healthy market and finally, it seems, the entertainment industry has woken up to that fact. The **Daily Mirror/British Videogram Association Awards**, held on October 20, were admittedly no Oscar extravaganza, but the Grosvenor House venue was plush and there were stars aplenty to both applaud and make acceptance speeches.

Winners were selected via the votes of Daily Mirror readers and were confined to the big, Best Actor-type awards rather than extending to the depth which makes the Oscars ceremony last so long. *Watch With Mother* may have hit the top-seller's list, but the top five Children's Videos from the voters went as follows:

1 Masters Of The Universe – Dolph Lundgren as the muscular TV and toy character;
2 Big Foot And The Hendersons – John Lithgow stars as the head of a household that befriends a 7-foot high sasquatch;
3 Flight Of The Navigator – 12-year-old in Disney space adventure;
4 Labyrinth – Monty Python's Terry Jones provides mystical script for Muppets;
5 Thomas The Tank Engine And Friends Percy And Harold – addictive action from the successful threesome.

Masters Of The Universe flopped at the box office, helping along the demise of Cannon pictures, but now seems to have found its perfect niche on home video. The original cartoon-of-the-toys has, of course, spawned two Spectrum games (*Masters Of The Universe* by US Gold – 28%, Issue 38 – and the identically ▶

titled adventure from Adventuresoft – 84%, Issue 44). The film itself has produced yet another one, called, yes, you guessed it – *Masters Of The Universe*. This Gremlin release earned 70% in Issue 49. Star Dolph Lundgren is currently working on *The Punisher*, based on an American comic, and is contemplating writing his own screenplays.

Doubtlessly ready to make a few quips about that are some of the comic stars heading the new Special Interest category. The top videos here were:

1 Billy Connolly: Live At The Albert Hall – outrageous comedy from the unique Scotsman;
2 Laurel And Hardy: Way Out West – more comedy in glorious black and white;
3 Comic Strip Presents: Mr Jolly Lives Next Door – classic alternative humour;
4 101 Great Goals – Phil's favourite;
5 Watch With Mother – Mark's favourite.

As far is known no computer game has yet to feature the Big Yin, although Jeff Minter may be working on one, and you must be over 18 to see the hilarious X-rated Albert Hall performance.

Open to more universal appeal are the top five Family videos, which were as follows:

1 Big Foot And The Hendersons – it'll bring a tear to your eye;
2 The Golden Child – Murphy's is the Chosen One;



3 Flight Of The Navigator – family fun for all;
4 Short Circuit – Guttenburg and Sheedy in romantic robotic adventures;
5 Superman IV – Milton Keynes becomes Metropolis.

Incidentally, Big Foot, under that superb costume, was 7′ 2″ Kevin Peter Hall who played a decidedly nastier critter in the recently released *Predator* video.

The top five British videos covered a surprising variety of topics and were:

1 The Living Daylights – Dalton's currently working on the next Bond, *Licence Revoked*;
2 Wish You Were Here – Emily Lloyd hits the big time in this hilarious Fifties comedy;
3 The Mission – superb cinematography from award-winning Chris Menges;
4 Personal Services – ask your Mum;
5 Where The Wind Blows – shocking WWIII tale in cartoon form.

The Living Daylights was the second Bond film to be made into a computer game and got 63% in Issue 43, while the third computer



game – Roger Moore's debut *Live And Let Die* – is reviewed in this issue on page 186.

The Best Video Actresses include one former Bond girl and come out like this:

1 Julie Walters – *Personal Services;*
2 Whoopi Goldberg – *The Color Purple, Jumpin' Jack Flash;*
3 Kim Basinger – *No Mercy, Blind Date;*
4 Meryl Streep – *Out Of Africa;*



5 Kathleen Turner – *Peggy Sue Got Married, Crimes Of Passion, Prizzi's Honour.*

Winner Walters rose to fame in BBC TV's *Victoria Wood As Seen On TV* and later made her breakthrough in movies with a British Oscar for her starring role in *Educating Rita*. Her latest box office hit has her co-starring with Phil Collins in *Buster*, the story of one of the Great Train robbers. Another rock star, Roger Daltrey, will be appearing with her in *The Threepenny Opera*, currently being shot in Budapest.

There's no British names in the Best Video Actors, however. These are:

1 Eddie Murphy – *Raw, Beverly Hills Cop II, The Golden Child;*
2 Patrick Swayze – *Dirty Dancing;*
3 Paul Hogan – *Crocodile Dundee;*
4 Mel Gibson – *Lethal Weapon;*



5 Steve Martin – *Roxanne, The Three Amigos.*

After shooting to superstardom in *Beverly Hills Cop*, Murphy has made a string of critically-panned films including *Beverly Hills Cop II, The Golden Child* and *Coming To America*. An 18-rated live performance film, *Raw*, has also been released to a mixed critical response. Nevertheless Murphy has become, perhaps uniquely, a guaranteed box office draw. Where even Sylvester Stallone has had flops Murphy's wise-cracking comic persona has yet to fail in drawing in the crowds. Due to the critical response to his films Murphy's yet to be in with a chance at an Oscar, so perhaps that was why he decided to personally collect this award.

The Best Videos of 1988 naturally feature this great comic and are came out as follows:

1 Dirty Dancing – Swayze and Jennifer Grey dance the night away to the chart-topping soundtrack;
2 Crocodile Dundee – Hogan's own brand of Aussie humour;
3 Top Gun – Tom Cruise reaching for the stars (but only coming third);
4 Lethal Weapon – fast-paced cop action from Danny Glover and Gibson;
5 Beverly Hills Cop II – from the duo that brought you *Top Gun*.

The year's Best Video features Patrick Swayze as a 1950's dance instructor teaching Jennifer Grey how it's done. Despite costing only £3.5 million the film has been a huge success making almost £90 million worldwide. The first soundtrack album has spent 48 weeks in the American charts, with the second making the Top Ten as well. A *Dirty Dancing* concert has just finished a very successful tour of America and Europe, with a video of the US tour about to be released. Naturally a sequel to the movie is being considered, while a *Dirty Dancing* TV show is already showing on American screens. As for the computer game . . .

Next year's winners seem destined to cover an even broader spectrum of films, with probably yet more computer licences in there. *RoboCop, The Untouchables* and *Rambo III* are likely to be strong contenders for top video so Ocean must be looking forward to it.



REX

And Rex is so strong!

Producer **Martech**
Greenpeace card **£8.99 cass**
£14.99 disk
Author **The Light**

After Mrs Thatcher's conversion to environmental protection who next you may well ask? How about a hybrid alien that looks like a rhinoceros and carries more guns than Rambo? It's true I tell you, and when Rex hears about a huge Tower belching out pollution on Zenith he has to act.

To get into the Tower (load two) Rex must enter a tunnel heavily populated with enemy soldiers, missiles and gun turrets. Fortunately Rex is armed with a gun, some smart bombs and a shield. The shield has limited energy which can be recharged by standing on special energy platforms. Other platforms, beam pads, rematerialize Rex when he dies, but are often several screens from where Rex was killed. Also to be found are weapons pods which can give double-firing guns, a laser and multi-directional firing. These all consume weapon energy, so it's as well that enemies you've shot, deposit weapons energy bubbles.

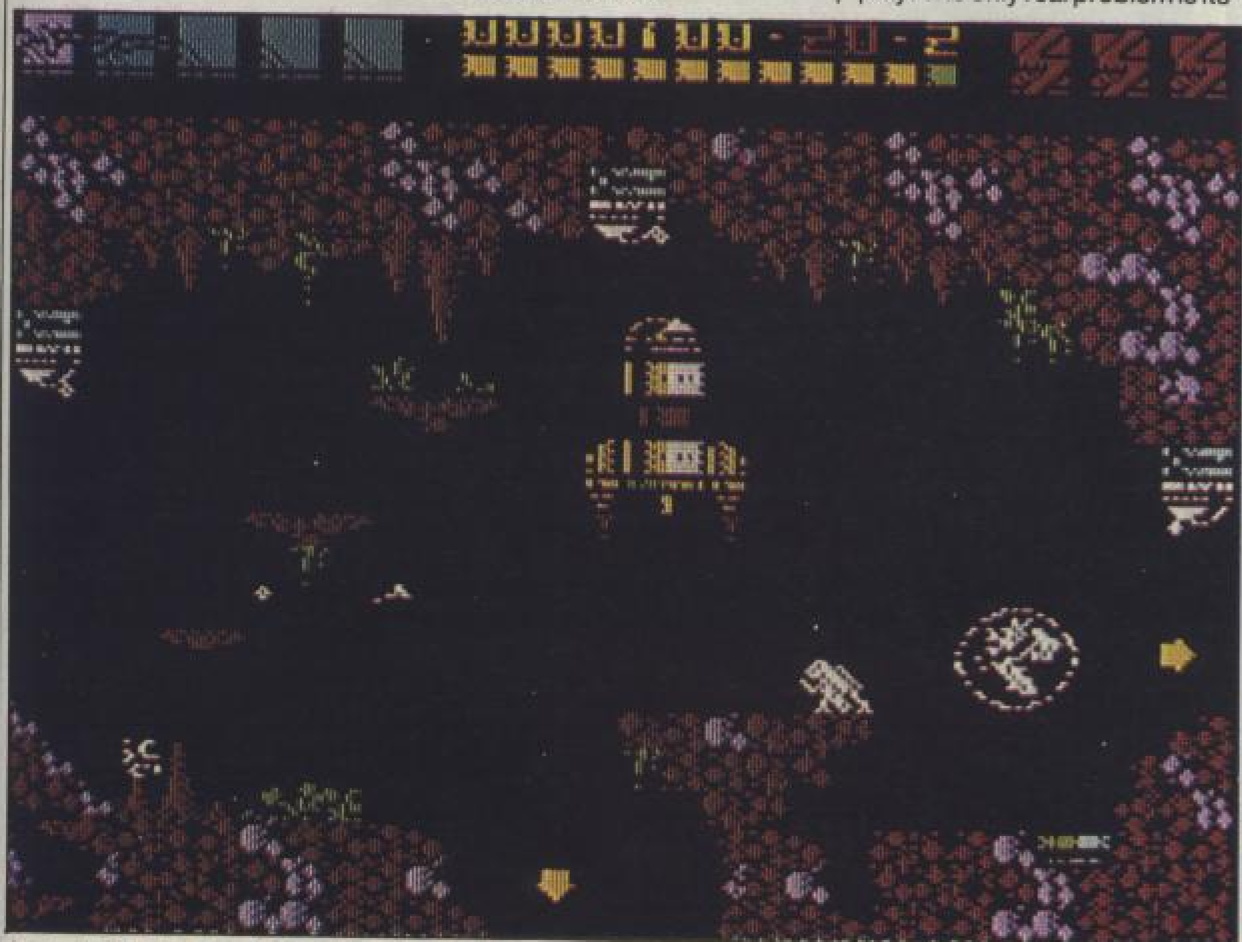
Arrows help guide Rex through the tunnel but there's no one way to reach the Tower. If Rex manages to reach the end of the underground complex, he gains access to the second stage where he must set off explosive charges in the Tower, then escape. A code is given at the end of the first stage to preserve your game statistics for the second load.

This is a great mix of arcade/adventure and shoot-'em-up play. The only real problem is its toughness, simply jumping around the cavern's platforms and pads is difficult, while even when Rex is fully armed his enemies are formidable opponents. There's no denying the skill of the programmers, and if you fancy a substantial challenge check it out.

PHIL 78%



▲ Through to Level Two with the one-man-army, Rex



▲ Small, highly-detailed graphics with great use of colour

NICK After just a few plays *Rex* had me totally hooked. The main character is superbly animated and while the graphics are all small, they're also very colourful and well drawn. In fact the only problem with Rex is having to retrace your steps through several screens after every death. Apart from this, *Rex* is fabulous with loads of utterly amazing weapons and great playability.

84%

AND REX IS HARD

- Apart from protection, your shield can also be used to kill enemies.
- Watch the weapon power status. The higher this is, the more devastating an effect the current weapon will have.
- An extra bonus is awarded for rapid hits on soldiers.
- If it seems like you're trapped, remember some of the walls can be destroyed.

Warning: this a great looking and highly playable blast-'em-up which is very addictive. It's also pretty darn hard, with lots of pretty sprites dashing on screen to snipe at you unless you get them first. Considering how addictive it is the beam pad problem's all the more irritating, but with the Christmas Hols coming up maybe you need a tough challenge.

MARK 85%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: intricately-animated, small sprites run and leap around colourful backdrops
Sound: no tunes but there are plenty of decent spot effects for firing and explosions etc
Options: play part one or two (which needs a pass code from the first level for Rex's vital statistics)
General rating: great, challenging action which is also well presented

Presentation	80%
Graphics	82%
Sound	70%
Playability	81%
Addictive qualities	80%

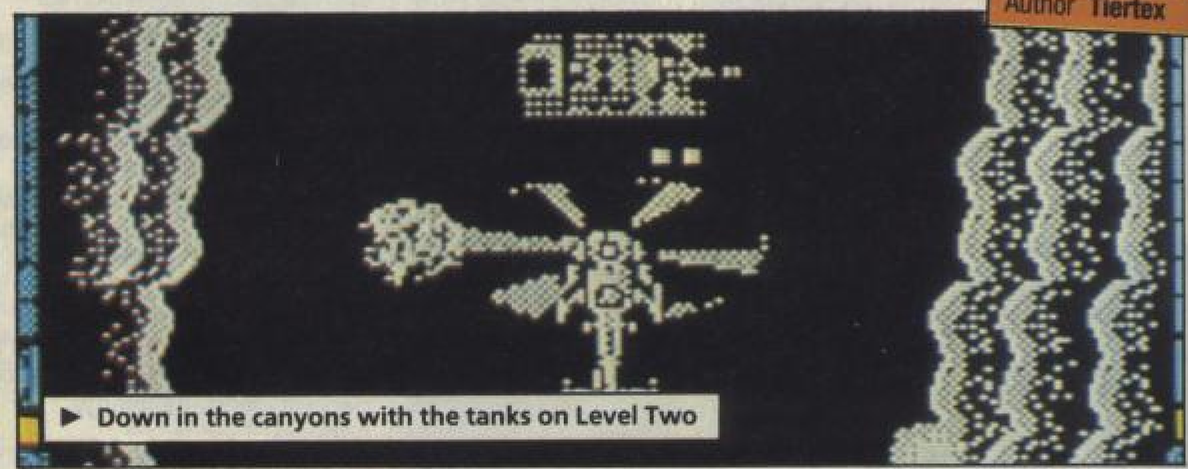
OVERALL 82%



THUNDER BLADE

● *Rotor-wing arcade action takes Spectrum by storm!*

Producer **US Gold**
Kerosene **£8.99 cass**
£12.99 disk
Author **Tiertex**



▶ Down in the canyons with the tanks on Level Two

One of the year's biggest arcade games has finally arrived on the Spectrum and thanks to some state-of-the-art programming it looks pretty darn good. The game takes place in a country where the government has been overthrown by rebels who plan to install an evil dictator. Fortunately the finest helicopter pilot alive, you, are still at liberty with the world's most powerful fighting machine all fuelled up and ready to go. Codenamed the Gunship Gladiator you hesitate hardly a second before climbing aboard and setting off to restore Democracy . . .

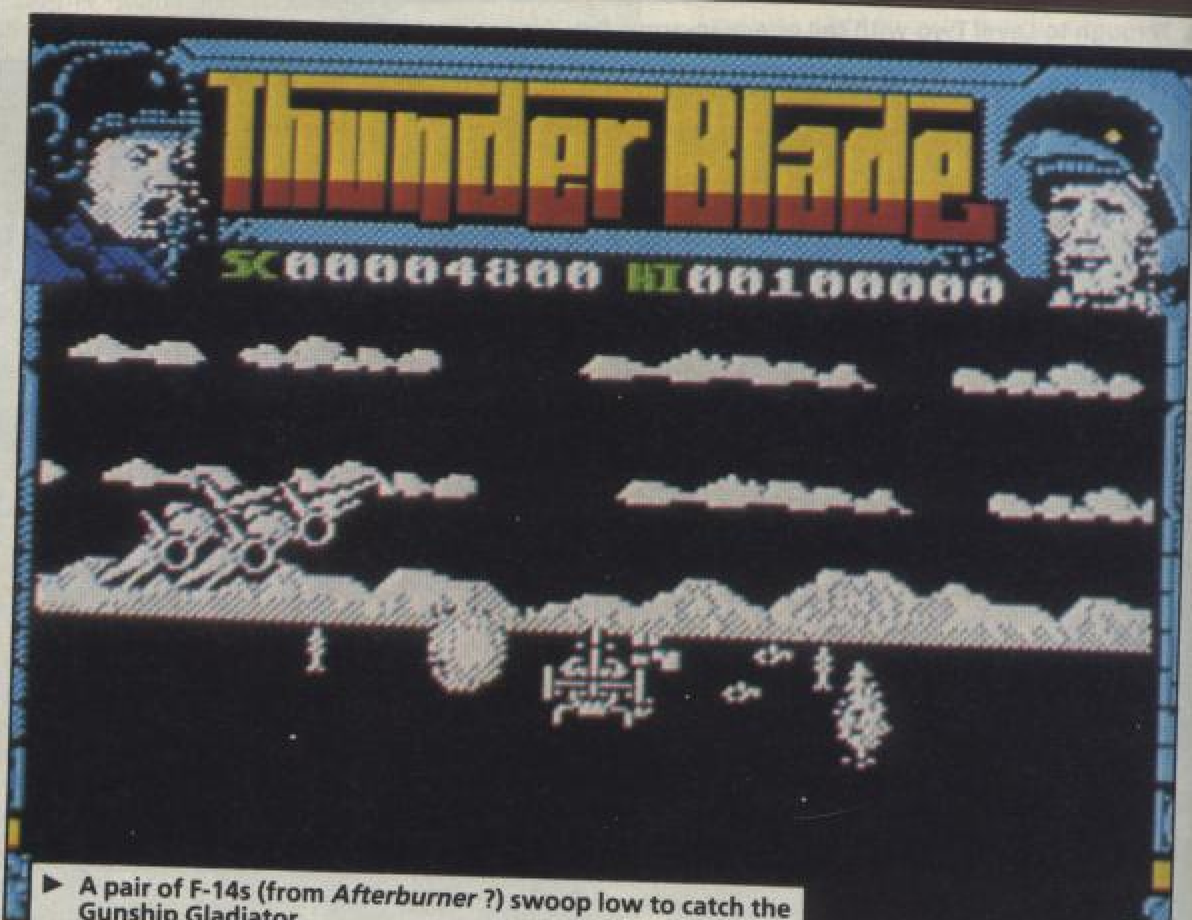
The Thunder Blade is armed with machine guns and air-to-ground missiles, but has no defences other than a bit of armour plating and your skill at dodging bullets. These skills have to see you through four levels of mechanised mayhem. Each level – except the final one – is split into three sections; two overhead, vertically scrolling sections and one flying into the screen section. Overall there are 12 sections grouped into several multiloads (four on the 128K, eight on the 48K).

On Level One the Thunder Blade is flying through a city heavily populated with tanks, helicopters and jet aircraft. Dropping in height on the overhead section makes the skyscrapers and roads grow larger in an impressive display of 3-D programming. The joystick controls left/right direction and height, speed is either by keys or joystick – hold down fire and forward.

Once you have battled your way through the city you must face a large battleship kicking out flak and missiles in all directions. When this is sunk an end of level bonus is awarded, depending on the amount of hits scored. The

PHIL At last it's here! And I can finally see what all the fuss was about. The innovative graphics techniques used for the changing perspective are really impressive – I especially like the cityscape overhead view sections where a definite sense of vertigo is induced as you dive towards the ground. But *Thunder Blade* isn't just impressive technically. In the playability stakes, it's tremendously addictive, even though it's limited mainly to simple blasting. Unfortunately there are the usual problems with the multiload which rudely interrupts play every so often. But despite this minor irritation, as a mixture of essentially two different shoot-'em-up styles, *Thunder Blade* represents very good value for money. It's not just another dull shoot-'em-up, but a technically impressive conversion from the brilliant coin-op and has inherited the great playability and high-flying atmosphere of the original arcade machine. What a great Tiertex treat, just in time for Christmas!

91%



▶ A pair of F-14s (from *Afterburner* ?) swoop low to catch the Gunship Gladiator

second level moves the player to another potential paintwork-scraping encounter – rotoring through a network of caverns toward another ominous enemy. Level Three finds our intrepid hero flying over enemy held jungles and waterways; now coming under fire from heavily armed ships. The final baddie here is a huge aircraft.

By the fourth and final level the ravages of battle are starting to show on your battered and dented chopper, as well as your battered and bruised body, but tough mercenaries like you don't give up, after all you don't think Arnie Schwarzenegger would say 'naff this for a game of soldiers, I'm off home' (in his Austrian accent). No, he'd fight on, in search of the ultimate goal – an oil refinery which should make a satisfying bang before you take on the last battleship.

I think US Gold have done a great job here, converting such a great coin-op to the Spectrum. The 3-D perspectives are used to great effect, especially on the first level with the tall buildings soaring to their lofty heights, and you vainly tugging at the joystick trying to avoid them. Although the sprites are monochromatic, they are all well designed, and serve their functions with a single-minded determination – for the most part this means blowing the socks off of the brave chopper pilot. I greatly enjoy playing the arcade version, and although the hydraulic chair isn't present on the computer version, the game is just as much fun. I think that US Gold are onto a big Christmas hit with *Thunder Blade*.

MARK 90%

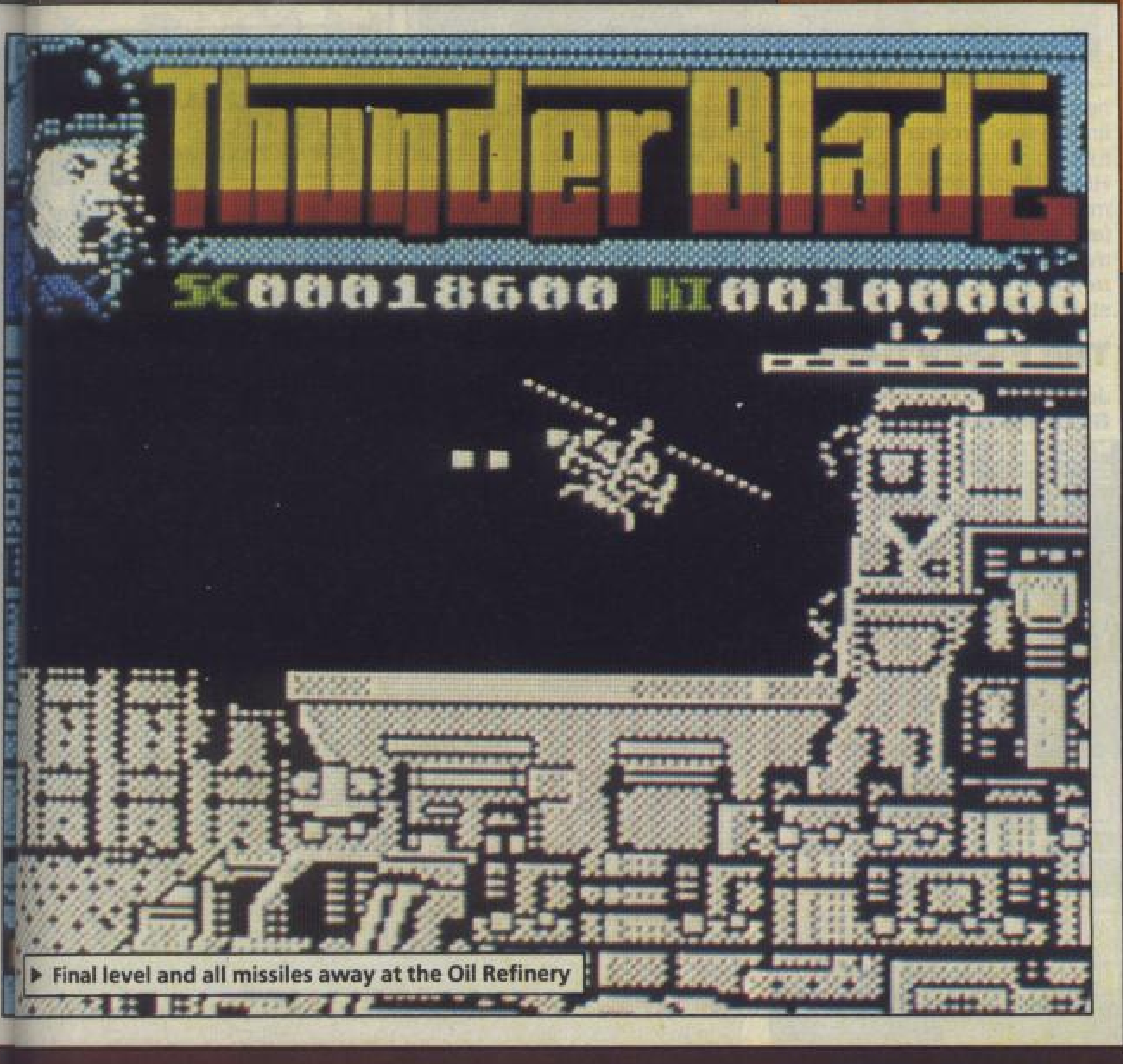


A CRASH Smash

- **On the first section, keep weaving left and right, while firing like mad.**
- **On vertically-scrolling sections, use missiles to destroy the ground installations.**
- **Try to eliminate as many installations on the vertically-scrolling levels to earn a bigger bonus.**
- **On the 3-D overhead-view sections, keep high to fly over the buildings.**

The only thing missing from *Thunder Blade* is the rudder and moving cockpit, everything else is here. The graphics are faithful to the arcade machine and full of detail, the 3-D perspective with trees, blocks of flats and tanks zooming past is excellent. These graphics give a feeling of realism that most shoot-'em-ups lack and even though there is a absence of colour, the targets are never cluttered by badly detailed backgrounds. There is a pretty drastic multiload system, so if you don't have a tape counter then you could be in serious trouble! *Thunder Blade* is yet another excellent arcade conversion – a must for the arcade machine lovers and helicopter simulation freaks alike.

NICK 92%



▶ Final level and all missiles away at the Oil Refinery

THE ESSENTIALS

Joysticks: Kempston, Sinclair
Graphics: amazing 3-D perspective which changes as you climb and dive, giving a true sense of height
Sound: Good music on 128 with lots of effective explosions on both 48 & 128 machines
General rating: a superb conversion of the great coin-op – US Gold and Tiertex have definitely pulled off what others said couldn't be done

Presentation	91%
Graphics	93%
Sound	79%
Playability	92%
Addictive qualities	90%

OVERALL 91%

LIVE AND LET DIE

● *Clever Mr Bond, but not quite clever enough*

Producer **Domark/Elite**
Passport to death **£8.99 cass**
£14.99 disk
Author **Byron Nilsson, graphics by Pete Tattersall, music by Mark Cookson**

After two distinctly substandard Bond games (*A View To A Kill* – 76%, Issue 18 – and *The Living Daylights* – 63%, Issue 43) Domark has turned to Elite for this one. Apparently Elite were working on a speedboat game – the film features a massive speedboat chase – and in an unprecedented link-up Domark arranged for the *Aquablast* program to be converted for their licence.

The 1973 film's plot concerns a voodoo island where the evil Dr Kanaga is producing heroin and shipping it to the USA. Since the Dr's drug-processing factories need a large water supply they've been built on a waterway. The game begins with Bond trying to infiltrate them by piloting his Q-customised speedboat down the river. Opposing him are enemy boats, mines and floating logs. To prepare for a variety of these seaborne missions you can also select a training option – set in the Sahara desert!

Bond's speedboat consumes a lot of fuel, and if it runs out the game's over. Luckily, friendly helicopters pass overhead from time to time, dropping barrels of fuel which replenish your tanks. Hazards can either be shot with machine guns, missiles (essential for some objects), avoided or jumped over by ramming into a log, *Buggy Boy*-style. Indeed, *Live And Let Die* resembles a cross between *Roadblasters* and *Buggy Boy*, but with the novelty of being set on water. Unfortunately it's just that bit too slow to be genuinely eyebrow-raising. The best 007 game so far, though, and fairly addictive.

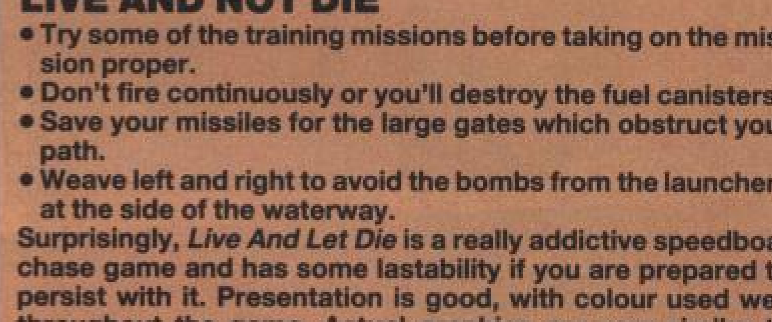
PHIL 75%

LIVE AND NOT DIE

- **Try some of the training missions before taking on the mission proper.**
- **Don't fire continuously or you'll destroy the fuel canisters.**
- **Save your missiles for the large gates which obstruct your path.**
- **Weave left and right to avoid the bombs from the launchers at the side of the waterway.**

Surprisingly, *Live And Let Die* is a really addictive speedboat chase game and has some lastability if you are prepared to persist with it. Presentation is good, with colour used well throughout the game. Actual graphics are very similar to Elite's *Buggy Boy*, and in fact some of the levels resemble stages of the arcade game left out of the Spectrum conversion. It's fun to play – until you get irritated by the toughness.

NICK 68%

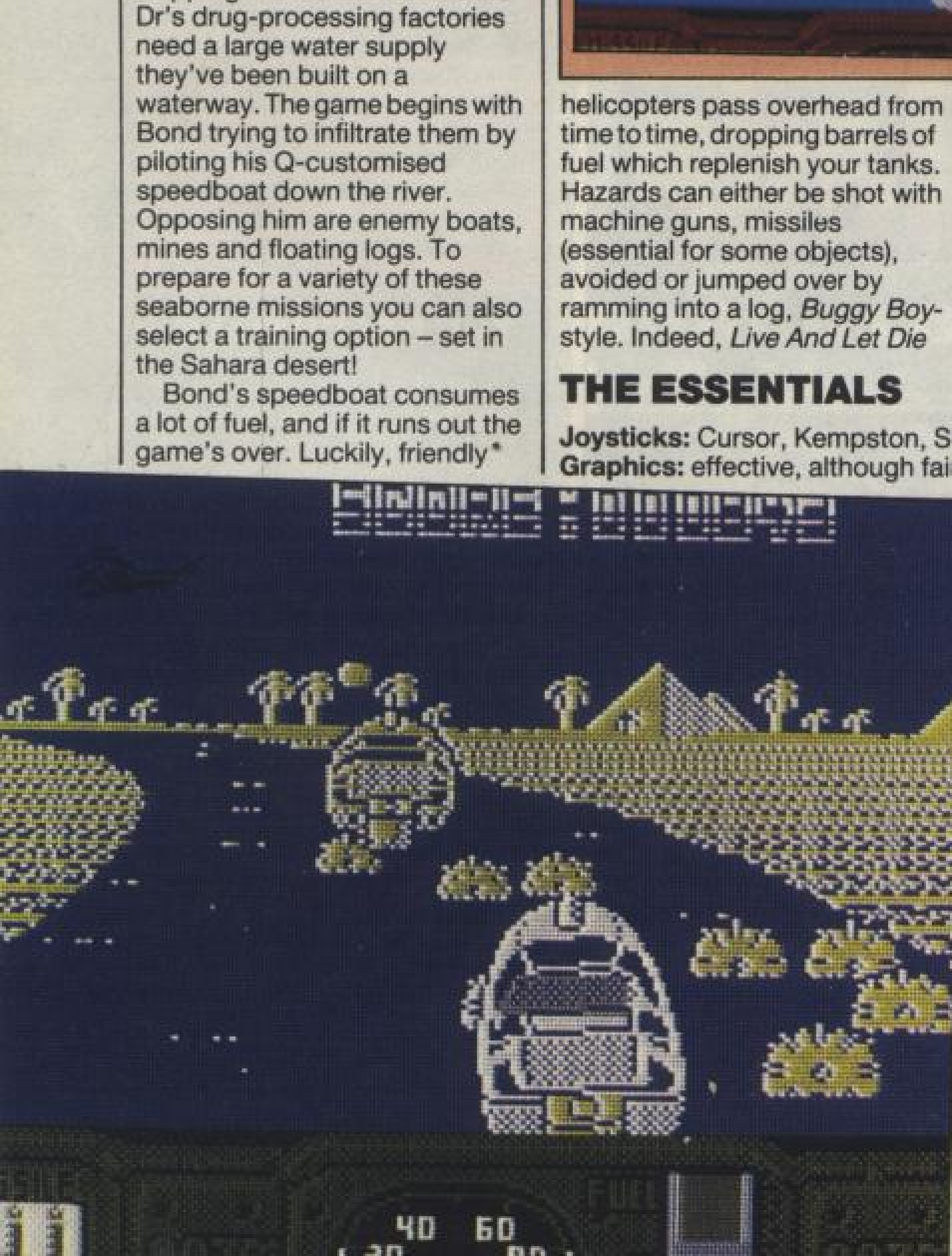


THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: effective, although fairly slow 3-D scrolling waterway
Sound: irritating tune on the front end, plus a few aquatic effects during play
Options: definable keys. Choose between different locations
General rating: probably the most playable Bond game yet, but not really outstanding

Presentation	79%
Graphics	72%
Sound	32%
Playability	70%
Addictive qualities	69%

OVERALL 71%



Producer **Imagine**
Out of pocket **£7.95 cass**
£14.95 disk
Author **Steve Lamb (code and graphics), graphics by Alison Jeftha, music by Jonathon Dunn**

● *Something to put the wind up you?*

Dear me, I'm afraid these Japanese scenarios are as innovative as their cars. In brief; it's the future, the mechanoid aliens are trying to invade, you've volunteered to fight them off, first in a F-14, then a helicopter. There are six levels of this and you start the game with a standard machine gun, a limited supply of bombs (useful for dropping on unsuspecting mechanoids bonces) and a smart bomb, one per life.

Naturally, after destroy a fairly large quantity of aliens a token is deposited by the alien wreckage which should enable you to kill even more of them. (About as smart as those 'smart' bombs which blow themselves up, I'd say.) These tokens provide more powerful weapons such as more bombs, lasers and missiles. By skilful use of these mega-weapons you can fight through to the end of the level where the humongous enemy they should have thrown at you in the first place lurks. These are pretty tough dudes and will take every bit of available firepower to defeat them (it's too late to wish

● *Who said golf was a crazy game?*

Producer **Accolade/Electronic Arts**
Par for course **£8.95 cass**
£14.95 disk
Author **Chris Fayers**

Move over Nick Faldo and Co, this is a program which shows how the game should *really* be played . . .

Having paid for putter and ball you, and up to three friends, choose which of four courses to make fools of yourselves on – Deluxe, Classic, Traditional or Challenge – then input a suitably silly names, like Ian Woosnam. Each of the courses have nine holes and – if you're a real boring fuddy-duddy – you can practise any of them before playing a course in full.

Once in play the main part of the screen shows a bird's eye view of whichever part of the putting green you're mucking about on. Below that there's a control panel with a map of the complete hole, power and direction bars, score card and a rather daft (or flattering, depending on who you are) picture of you. Once you've placed the cursor where you'd like the ball to go, then set the

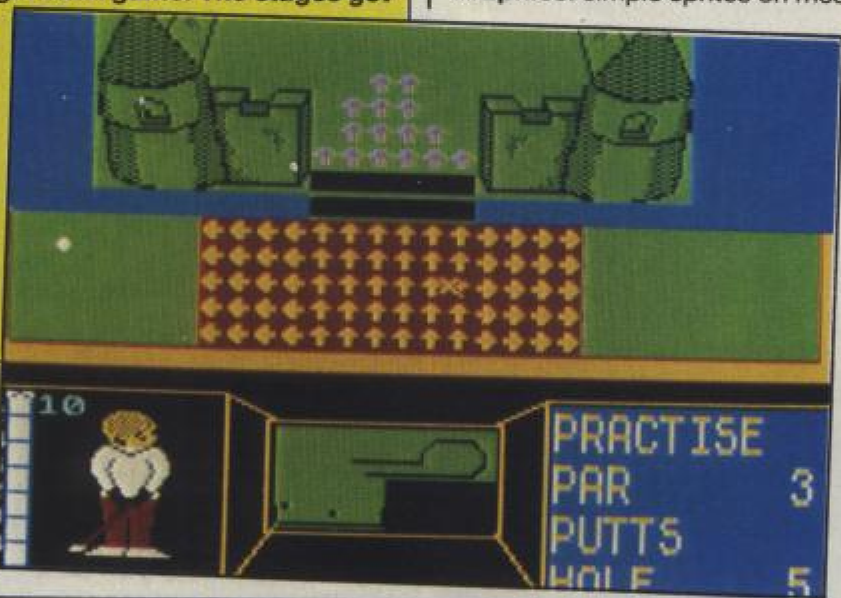
TYPHOON

HURRICANE HINTS

- Learn and anticipate attack waves.
- Destroy anti-aircraft turrets as soon as possible.
- Save the smart bombs as you will definitely need them for the later stages.
- The smart bombs also destroy the enemies bullets so they can come in very handy.

Another conversion hot from the arcade machine, this time it's the action packed air/sea combat game, *Typhoon*. And this is one conversion that has retained its addictiveness and playability on the Spectrum. There are excellent sound effects and a great tune to begin each game. The stages get harder as you fight your way through each wave of dogfights, until it is almost impossible to stay alive for more than a few seconds! From F-14 to chopper, it's non stop arcade action all the way. Ignore James Brown and the sheep farmer – try this great coin-op conversion!

NICK 83%



you had picked up that extra missile token that whizzed past you on the previous screen). But you're such a courageous person that you attack nevertheless, because the freedom of your planet is at stake. So with the battle of the last level still ringing in your ears, you attack and hope that you survive.

Graphically *Typhoon* is similar to Capcom's *1943*, the same style of monochromatic sprites have been used, and to my mind look just as bland, albeit more detailed. Enemies swarm around the player's aircraft causing as much trouble as possible, and generally their defences are hard to crack. Playability isn't terrible, but the combination of poor presentation and totally unoriginal format gave me little incentive to play on. A mediocre game which should never have been converted.

MARK 55%



THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: simple sprites on messy and confusing backdrops
Sound: great 128K title tune, but nothing too special during play
General rating: a competent, but unexceptional shoot-'em-up in the same mould as GO!/Capcom's *1943*. For mindless violence freaks only (that's why Nick loved it so much)

Presentation	70%
Graphics	66%
Sound	62%
Playability	67%
Addictive qualities	63%
OVERALL	**67%**

mini PUTT

ONE OVER THE LIMIT?

- Practise each hole before playing a full round.
- Try to 'read' the slopes to judge where the ball will go.
- When putting through a moving object, keep the fire button pressed after selecting the accuracy, the ball will only start moving when you let go.
- Try to use the slopes to help the ball into the hole.

I remember playing this sort of thing at the seaside when I was knee-high to a sheep, so I really enjoyed *Mini-Putt*. One problem is how important luck can be – sometimes you just whack the ball and it goes straight into the hole. Still that's part of the real game. Recommended even for non-golfers and sane people like Mark.

PHIL 71%



suitable power and direction (left/right) bars by two presses on the fire button.

On first playing I was disappointed there were no windmills or such like, just patches of arrows which alter the direction of the ball. However upon selecting the Classic course I was pleased to discover hazards such as a space shuttle, elephant, jet and even the Taj Mahal.

Graphic presentation of the course is just adequate, except for the Classic's obstacles which are quite nicely drawn. With no need to pick a club, watch the wind speed and so on *Mini-Putt* is really easy to get into – but hard to master. A good, fun game for armchair sportsmen everywhere.

MARK 80%

NICK This is one to keep you crazy for ages. The way the ball moves, and the different power settings, all work fine and the Classic course in particular is great fun. In short a refreshing change from the *Leader Board*-type golf games which should keep you, and some friends, alternately giggling and cursing that darn elephant's trunk.

68%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: a mixture of simple arrows and well-drawn large obstacles
Sound: not much, but it isn't important
Options: up to four players can take part on any of four courses. Practise any hole option
General rating: not in the same class as *Leader Board*, but an amusingly goofy golf game

Presentation	71%
Graphics	61%
Sound	21%
Playability	77%
Addictive qualities	71%
OVERALL	**73%**

Peter Beardsley's INTERNATIONAL FOOTBALL

● ***Grandslam score an own goal!***

Producer **Grandslam**
Cup tickets **£8.95 cass**
Author **Teque**

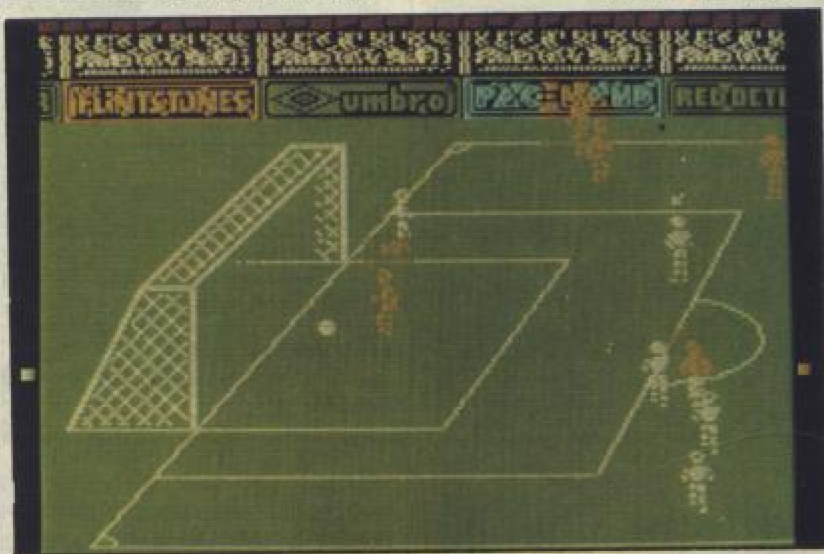
Away man, Peter Beardsley in his own computer game? Yes, the toothless, £1.9 million pound superstar of Liverpool is starring in his own soccer game.

This soccer simulation has Peter playing in his international role for that brilliant (at losing) team, England, in the European Championships (bit late isn't it?). Don't worry, though, if you want to win you can play for countries like Albania and Holland. Just like the real Championships, there are two groups of four teams, with the first two in each going through to the semi-finals.

Once all the pre-match selections have been made, including the length of the match, it's time for the kick-off. The inlay states that the teams appear in their authentic colours, but I can't remember having seen England ever play in all yellow!

Once the whistle goes you're faced with badly-defined, flickery sprites staggering down a jerkily-scrolling pitch dribbling the ball with perfect control. In fact you can easily dribble the ball all the way up the pitch into the opponents' goal. Even the two player option and the 'Ere we go' tunes don't do much to improve such a tacky attempt at computer football. Long live *Match Day II*!

PHIL 24%



MARK **22 matchstick figures hobbling feebly around a vast expanse of jerkily-scrolling pitch seem intended as a sarcastic comment on England's recent performance. Certainly they didn't inspire any great terrace chants in the CRASH office. The players themselves didn't seem that impressed, either turning their backs, or wandering off in the opposite direction to the ball. The sound seems to be the best part of this game, with a nice tune warbling away to itself in both 48K and 128K modes. But if even football-mad Phil doesn't like this, I don't reckon it has much chance.**

20%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: ill-defined sprites on a jerkily-scrolling pitch
Sound: good medley of football anthems
Options: one or two players. Change teams in each group
General rating: it plays almost as badly as England!

Presentation	26%
Graphics	22%
Sound	61%
Playability	24%
Addictive qualities	20%
OVERALL	**22%**

LAST NINJA 2

● **Ninja muggers in Central Park!**

Producer **System 3**
Shurikens **£12.99 cass**
£14.99 disk
Author **Mev Dinc, graphics by Gary Thornton, music by Brian Marshall**

Long ago, in 12th Century Japan, mystical warriors called Ninja were almost wiped out during a purge by the evil Shogun, Kunitoki. A single ninja master, Armakuni, survived to continue the teaching however. Yet, strangely, during one of his subsequent training sessions a pulsating light enveloped him and magically transported to him to a strange new place. And so he must resume his battle with his ancient enemy, Kunitoki, in present-day New York, amid the strange surroundings of 'gigantic shapes covered with mirrors' (skyscrapers).

And so the adventure begins in the odd setting of a bandstand in Central Park, with beautifully detailed drums and music stands lying around the place. Armakuni starts out without any weapons whatsoever to help him. Yet even in this weird, new environment, he is safe in the knowledge that his ninja skills will see him through. Indeed, Central Park soon turns out to be littered with martial arts weapons such as shuriken stars, a staff and a sword.

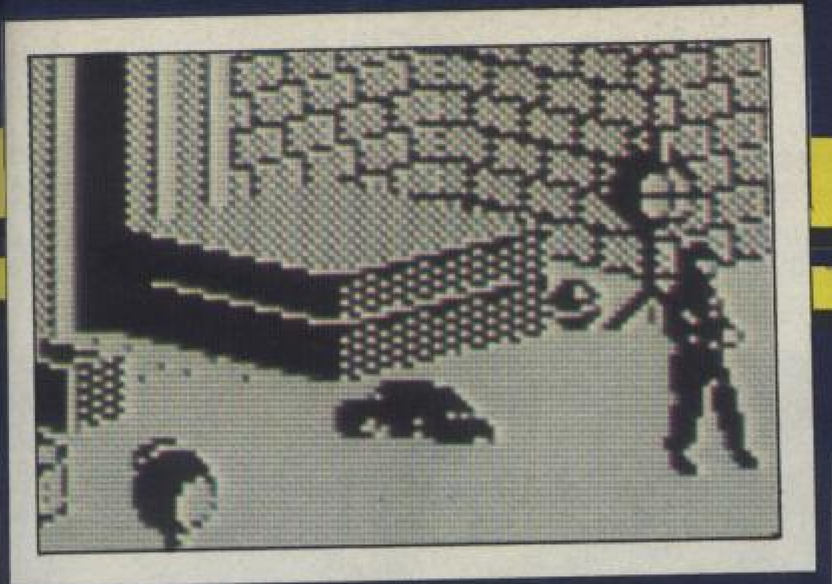
Combat is controlled in the usual beat-'em-up style with combinations of directions and fire accessing a variety of moves. When unarmed, Armakuni can only kick or punch his opponent, but holding a weapon allows him to stab and slash them.

Apart from simple fighting, Armakuni must solve logical puzzles to progress further through six multiloaded levels (even on the 128K) at the end of which he will finally get to meet his arch-enemy, face to face.

20,000 special limited editions (worldwide) of *Last Ninja 2* come in a huge (A5-ish)



► Just leaving the ladies – ask Cameron why

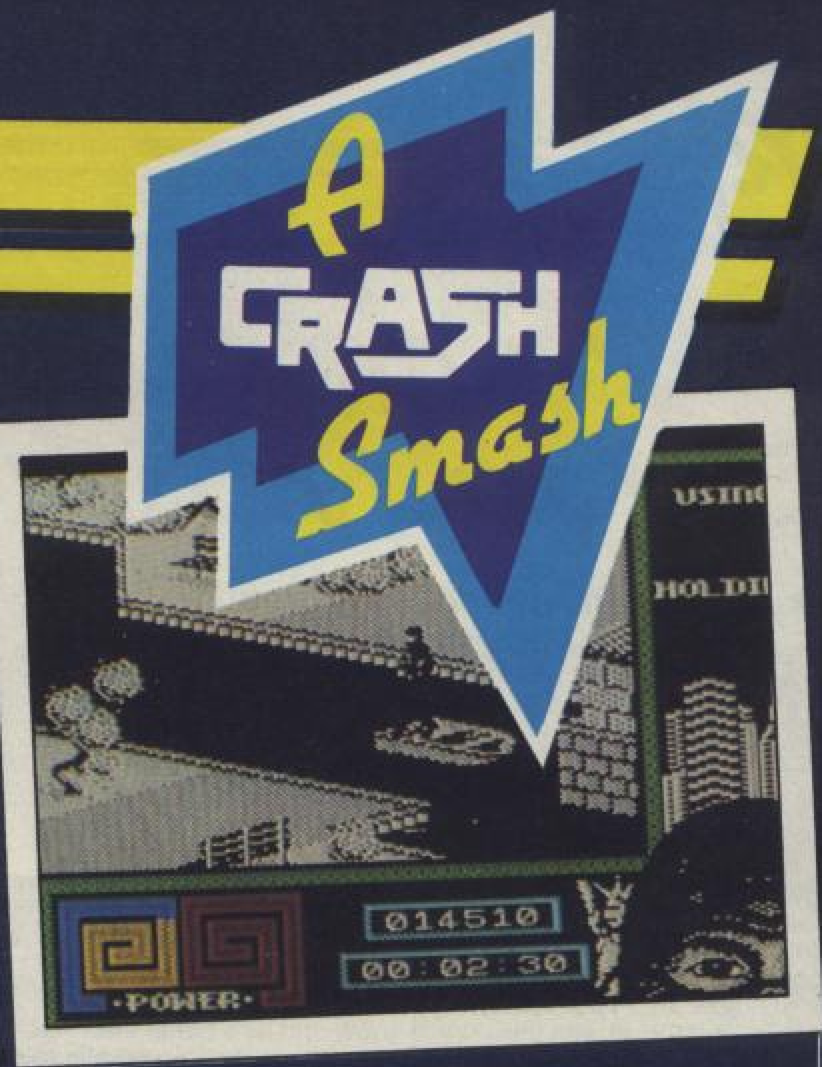


box, complete with a soft plastic shuriken throwing star (even that proved almost lethal to the office cat! – get well soon, Tiddles) and a black ninja mask (which Lloyd has taken to wearing instead of his usual paper bag).

All this flashy packaging doesn't automatically mean that the game is great but thankfully *Last Ninja 2* lives up to the hype. It contains some of the most beautiful isometric graphics ever seen on a Spectrum. This creates a wonderful environment in which the puzzling action can take place. And puzzling it certainly is; especially at first, when even getting off the first screen is a problem.

But perseverance reveals a truly awe-inspiring game with great attention to detail in both graphics and gameplay. My only niggle is that the control system is rather awkward (especially if you haven't got a joystick), but even this fails to spoil this oriental masterpiece.

PHIL 91%



NINJA KNOW-HOW

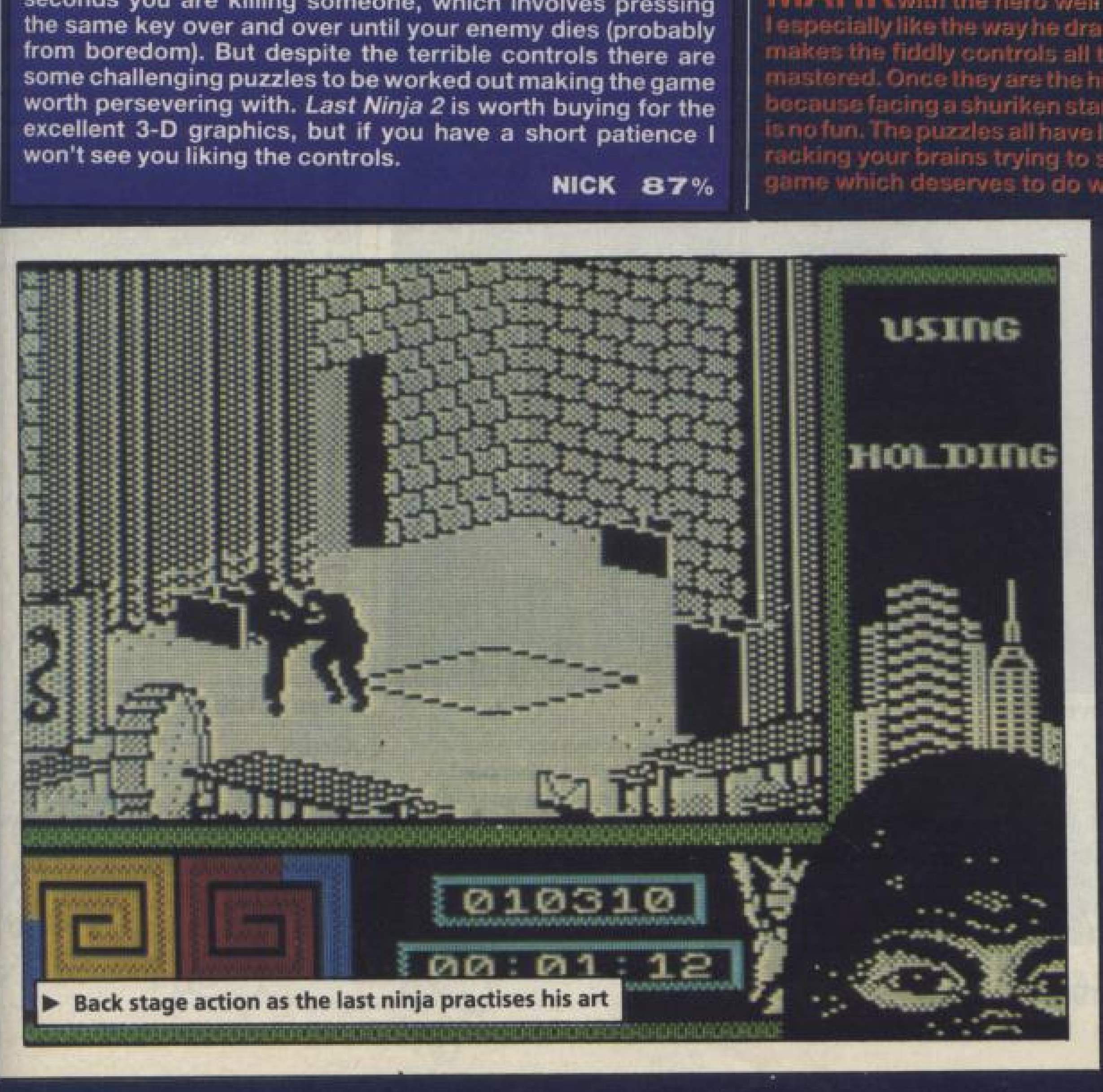
- Grab a weapon as soon as possible, you can't defeat every enemy with your feet and fists alone.
- When an enemy starts throwing shurikens, walk in the opposite direction to him. So if he walks left you walk right, this way the shuriken will always miss you.
- If the fighting is getting too furious in one screen then just walk out and rest, when you feel up to it go back in again.
- Use the key to get through the gate to the river.
- Don't fall in the water or you'll drown!
- Use the claws to climb up the grating to get the staff.
- Keep alternating between kicking and punching to outwit your opponent.

Last Ninja 2: the long awaited sequel to a game which unfortunately never appeared on the Spectrum. Has the wait been worth it? The first thing that strikes you is the difficulty of the control methods available. You have a choice of three different modes but they are all impossible to master and your ninja ends up looking like a drunk. The programmer has obviously spent the majority of his time developing the graphics. They are excellent, but what is the point having great graphics and difficult, monotonous gameplay? Every few seconds you are killing someone, which involves pressing the same key over and over until your enemy dies (probably from boredom). But despite the terrible controls there are some challenging puzzles to be worked out making the game worth persevering with. *Last Ninja 2* is worth buying for the excellent 3-D graphics, but if you have a short patience I won't see you liking the controls.

NICK 87%

MARK This is a superb game. The graphics simply dazzle with the hero well drawn and beautifully animated – I especially like the way he draws his weapon. All this obviously makes the fiddly controls all the more frustrating until they're mastered. Once they are the highest priority is finding weapons because facing a shuriken star-wielding baddie with bare hands is no fun. The puzzles all have logical answers and half the fun is racking your brains trying to solve them. *Last Ninja 2* is a great game which deserves to do well.

91%



▶ Back stage action as the last ninja practises his art

THE ESSENTIALS

Joysticks: Sinclair
Graphics: an intricately-detailed isometric landscape with well-animated ninja sprites
Sound: an ear-wrenching oriental title tune plus a few ingame effects
Options: choose between three joystick/movement modes
General rating: not just a beautiful graphics demonstration but an excellent, playable arcade adventure/beat-'em-up

Presentation	92%
Graphics	93%
Sound	61%
Playability	85%
Addictive qualities	90%

OVERALL 90%

SAVAGE

● *Ludlow on a Wednesday night?*

Producer **Firebird**
Axed price **£8.99 cass**
Author **Probe Software**

Your true love has been kidnapped by demons, so straightening your Proclaimers-type glasses and fastening your loin cloth you set off for the local disco to chat someone else up. Unfortunately it's Ludlow, it's a Wednesday, so it's closed. Faced with the prospect of another castle tour you decide to see where the old girl's got to.

Level One sees you strolling through a rather a bigger castle than Ludlow's, populated not by Nick-type college students but huge monsters. At first all you've got to fight with is an axe, but after destroying several monsters, glowing blocks are deposited which give extra weapons. These are especially useful against massive Guardians.

Naturally, when you've fought through them you find your sweetheart's gone for a stroll down Death Valley. After a long multiload you set off in pursuit only to find yourself in a battle with skulls. Zooming along at top speed, trying to shoot these while avoiding stationary monsters is no easy task. But guess what? Your girlfriend never left the castle after all! So halfway through Death Valley you have to turn and go back.

Arrive at the castle and you're pretty knac . . . tired. And there's no way you're leaping about the castle again, but an old friend is only a phone call away and he's dafter than you, being an eagle. You tell him to find your beloved and let her know if she doesn't leave now you're never going to the movies with her again. In the final load, you control the eagle in his search of the lowest levels of the dungeon. But those demons that you savaged (well, you're called Savage after all) on your entrance are still around. Things are not going to be easy . . .



▲ Skulls racing towards you in Level Two's Death Valley

The first thing you notice about *Savage* is the large and spectacular graphics with minimal colour clash. All three sections look very good indeed and while playability's not bad either, especially on the second section. Yet while technically first class I found the unoriginality disappointing. With so much potential the gameplay is strangely weak. Very similar to *Trantor* – nice graphics, shame about the game.

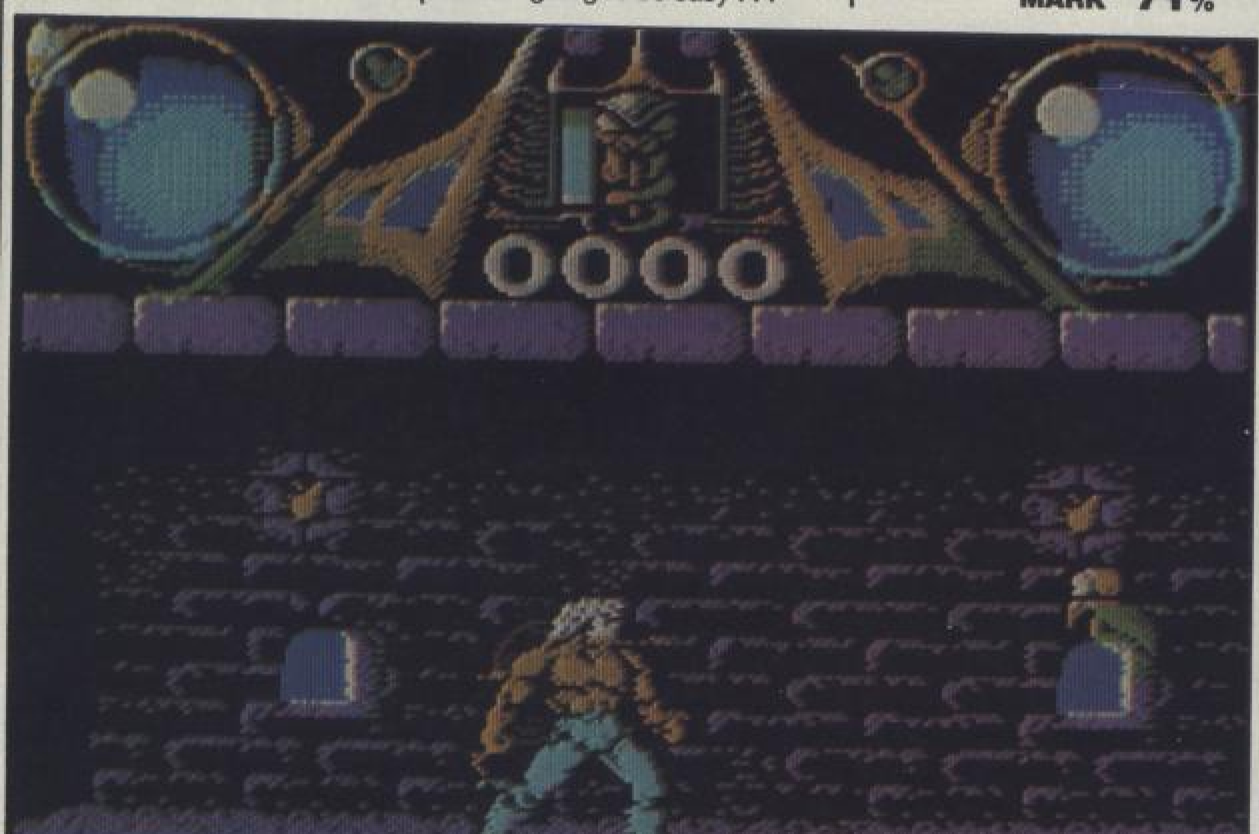
MARK 71%

SAVAGE SAVERS

- Don't fly too close to the water on Level Three – it's lethal.
- Level Two has targets that move up and down, mirror their movements and they're easier to hit.
- Never stop firing on any level, unless you want to be buried under a swarm of enemies.
- Keep quickly weaving left and right on the second level to avoid the nasties.

Three games in one with a linking storyline and decent presentation. In fact, I'd go as far to say this is a pleasure to the old eyes, with excellently defined graphics, smooth animation and lots of colour with minimal clash. While none of the games are particularly original they're all fun to play and mildly addictive.

NICK 84%



▲ *Not* in Ludlow castle on *Savage*'s Level One

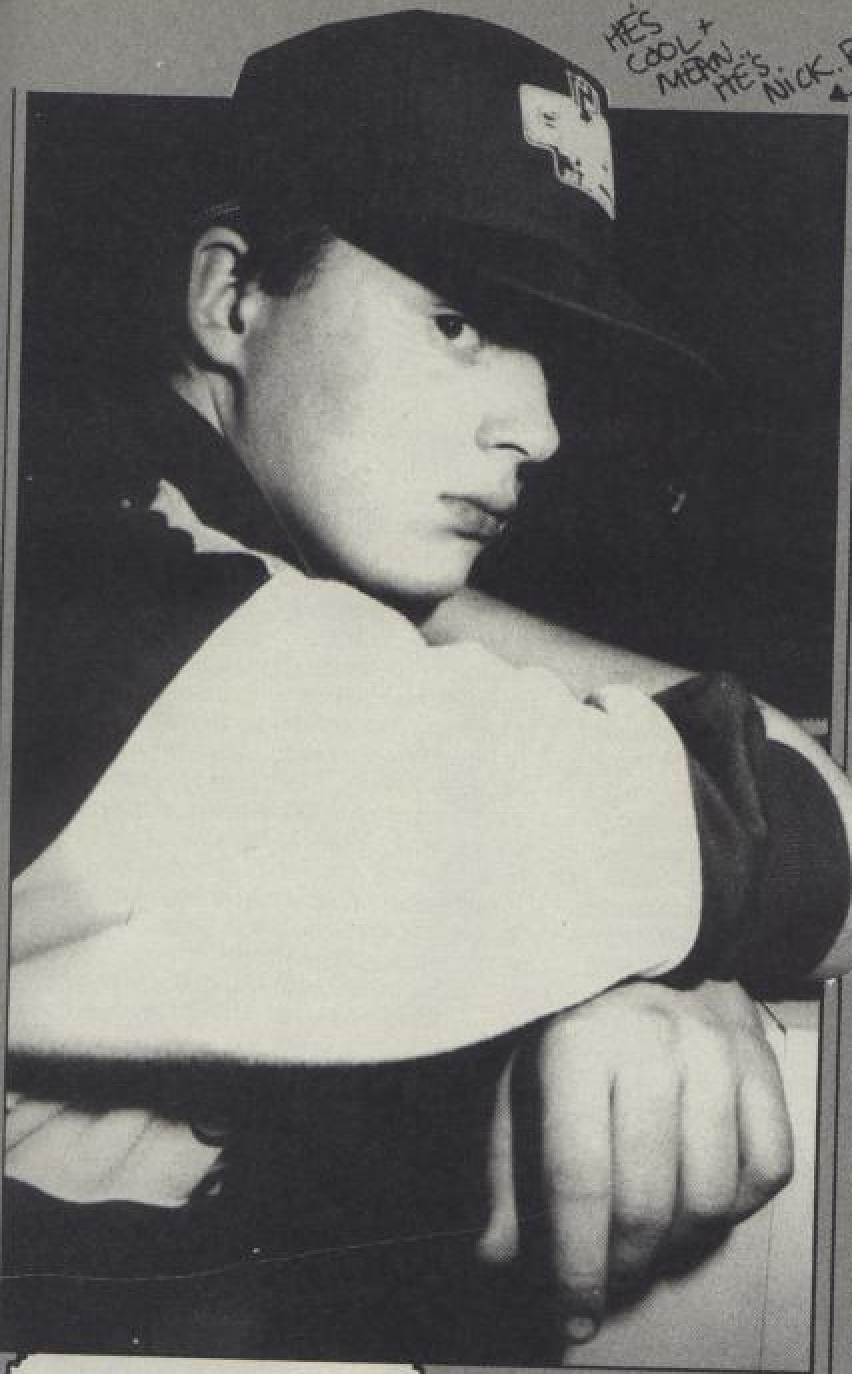
PHIL Huge guardians seem all the rage at the moment and *Savage* certainly has them on Level One. The next level's like the superb *3-D Deathchase* but nowhere near as good, while Level Three brings back memories of the *Alchemist* with huge sprites (and colour clash). While well presented (apart from the rather jerky scrolling on Level Three), with good tunes and FX, there's nothing that really grabs you and keeps you playing.

69%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: massive sprites and mildly impressive 3-D perspective on Level Two
Sound: buzzy, but effective, 48K title tunes with crunching effects
General rating: an odd bundle of games which, although playable, doesn't offer much in the originality stakes

Presentation	74%
Graphics	80%
Sound	72%
Playability	78%
Addictive qualities	73%
OVERALL	**74%**



THE CHALLENGERS' CHALLENGE



The last Inter-magazine Challenge was held way back in Christmas 1986, when AMTIX! (they of the Amstrads) provided some of the worst competition in living memory. Two years later AMTIX! has sadly fallen by the way, perhaps out of embarrassment, but since then THE GAMES MACHINE has been launched and its staff make the 1988 Challenge once again a tripartite affair. Everyone's favourite, LLOYD MANGRAM investigates . . .

As organized by ZZAP! Editor Gordon Houghton the Challenge will begin at 2:45pm (way back at the end of a certain month beginning with 'S', but I'll not ruin the illusion – Ed). Each challenger has nominated a game on which everyone will have ten minutes to get their highest score. The exceptions are the two-player games *Atron 5000* (Amiga) and *Match Day II* (Spec), where points will be awarded after a series of play-offs. On each game the winner will be given six points, the runner-up five points and so on.

After lunch most of the competitors are still affecting an air of nonchalant disdain. No-one wants to seem *too* concerned. But the veneer of civilized behaviour soon disappears with the arrival of photographers Cameron 'look at me not the screen' Pound and Michael 'I'm camera shy too' Parkinson. Chaos ensues as the distracting duo jump onto tables, set off dazzling flash guns and yell out belittling comments. If a CRASH reviewer is again to win the Challenge, as in '86, he's going to need superb concentration. First of all, here's a rundown of the competitors . . .

PHILIP KING

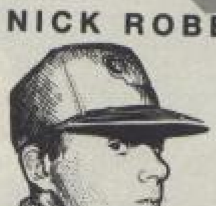


One of CRASH's top wordsmiths, and forever borrowing my Long Word Dictionary, is this decidedly reticent young local. Asked about his interests, all he'll admit to is role-playing games, intelligently avoiding providing ammunition for the Ed who has so far labelled Phil a 'sheep farmer' and underwater snooker enthusiast. (Who? Me? – Ed.)

Game: Match Day II. *Phil has won a CRASH Challenge on this 3-0, 3-0. Upon hearing of Phil's choice, ZZAP! and TGM staff were thrown into despair – unfortunately so was Nick 'Mr Cruciality' Roberts.*

Tactics: *chase every ball, never let anything go and don't play Phil!*

NICK ROBERTS



Why CRASH tipsters have to be such slaves to fashion I'll never know, but Nick follows the tradition with panache. A part-time college student, sorry, a part-time CRASH writer Nick still finds time to D.J. his 'supremely hip' IMAGES – Disco Entertainment.

Favourite pop group: Pet Shop Boys. Most prominent office poster: *Game Over II*. Pet hates: Editorial comments linking him with an overconsumption of nutrients (esp. pizzas). For yet more information on Nick check out his Guide To Cruciality (page 206).

Game: Cybernoid, *of course. Besides being Nick's favourite game he's also won the* Cybernoid *CRASH Challenge, 3-0. Other challengers like the game as well, on their own machines, but showing a refreshing lack of sneaky tactics Nick picks it anyway.*

Tactics: *collect as many jewels as possible, then dash for the end of level bonuses.*



MAFF EVANS



A relatively recent addition to the ZZAP! team the Scouser from Flint distinguished himself at the 1988 PC Show as the most colourful, if not daftest, of the lot by covering himself with Olibugs. Prior to being drafted to ZZAP!, Maff was a member of an amateur pop group which used to make promo videos of themselves. Favourite pop group: Front 242 (who?). Most prominent office poster: *Game Over II* (again!). Pet hates: Spectrums and *Match Day II* (ah well, who cares?).

Game: *Menace on the machine Maff adores, the Amiga. Menace is a Salamander-style shoot-'em-up, complete with awesome end-of-level nasty. Only one life is offered, but by destroying all the aliens in an attack wave a bonus icon is dropped which can provide extra points, weapons and shield power according to how many times it's shot.*

Tactics: *learn enemy attack patterns, destroy last alien in wave as far from right of screen as possible – giving maximum time to blast points/weapon bonus icon into required add-on.*

ROBIN CANDY



Robin C has worked for CRASH almost from the beginning, making his first appearance as a model (for CRASH T-shirts) in Issue 6. Since then Robin has become increasingly obsessed with style and is never seen looking less than totally fashionable. During his days at CRASH he's designed a level of *Micronaut One*, the title screen for *Sweevo's World*, as well as boasting a rare *Elite* badge. Currently studying at college for a career as an Army officer Robin now works part-time for TGM – but at least his tips no longer clutter my desk as in the old days. Favourite pop group: Propaganda/Act.

Game: Thunder Blade *on the Sega console. A choice heavily influenced by the Machiavellian scheming of fellow TGM reviewer Robin Hogg. According to the latter's reasoning, a Sega game would be an excellent choice since none of the other magazines would've had a chance to play it – but then again Robin C hadn't played it much either. The actual game is made up of stages divided into three levels; overhead, vertically scrolling shoot-'em-up, more of the same in 3-D with the helicopter flying 'into the screen' and back to an overhead view.*

Tactics: *move about a lot and learn attack waves. In fact, practising on it wouldn't be a bad idea, PHIL!*

GORDON HOUGHTON

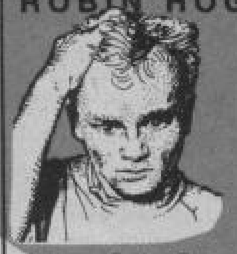


The latest man at the helm of Newsfield's noisiest magazine (that's ZZAP!), Gordon has presided over an expert restyling of the 64 owner's favourite organ. Favourite leisure activity: attending German beer festivals. Most prominent office ornaments: Kati Hamza and a giant fish. Pet hates: software house lawyers.

Game: Hunter's Moon *on the C64. A choice widely regarded as a work of political genius since this is a ZZAP! Sizzler written by ZZAP! diarist Martin Walker for Newsfield's favourite software house, Thalamus.* Hunter's Moon *is made up of systems, each divided into levels which contain up to three star cells. Collecting cells in this eight-way scrolling shoot-'em-up involves blasting through the maze-like hives which contain them. Unfortunately the hives continually rebuild themselves via a cursor which circles through them. Obviously a life is lost if the cursor rebuilds the bit of blasted hive you're passing through.*

Tactics: *know where the star cells are hidden, be patient so as not to rush into cursor's path and either make sure you're name's Gordon Houghton or you've practised for at least six months.*

ROBIN HOGG



Having worked on TGM virtually from the beginning Robin is one of the most experienced reviewers and it's obvious he intends to win. Besides running TGM's Info Desk and Confrontation: Coin-Op arcade series, Robin is interested in all things military.

Favourite pop group: Def Leppard/Bon Jovi. Most prominent office poster: *Red Storm Rising*. Pet hates: derogatory comments about his black and white Fiat Panda. (The only man to add 'rust' to his four-letter-word vocabulary! – Ed.)

Game: Atron 5000 *on the Amiga. This graphically mediocre two-player light-cycle game is incredibly playable and Robin's been practising on it since TGM first reviewed it.*

Tactics: *collect special feature icons before your opponent, use features (like speed-ups and walls) at correct time.*

ITS ROB.H!



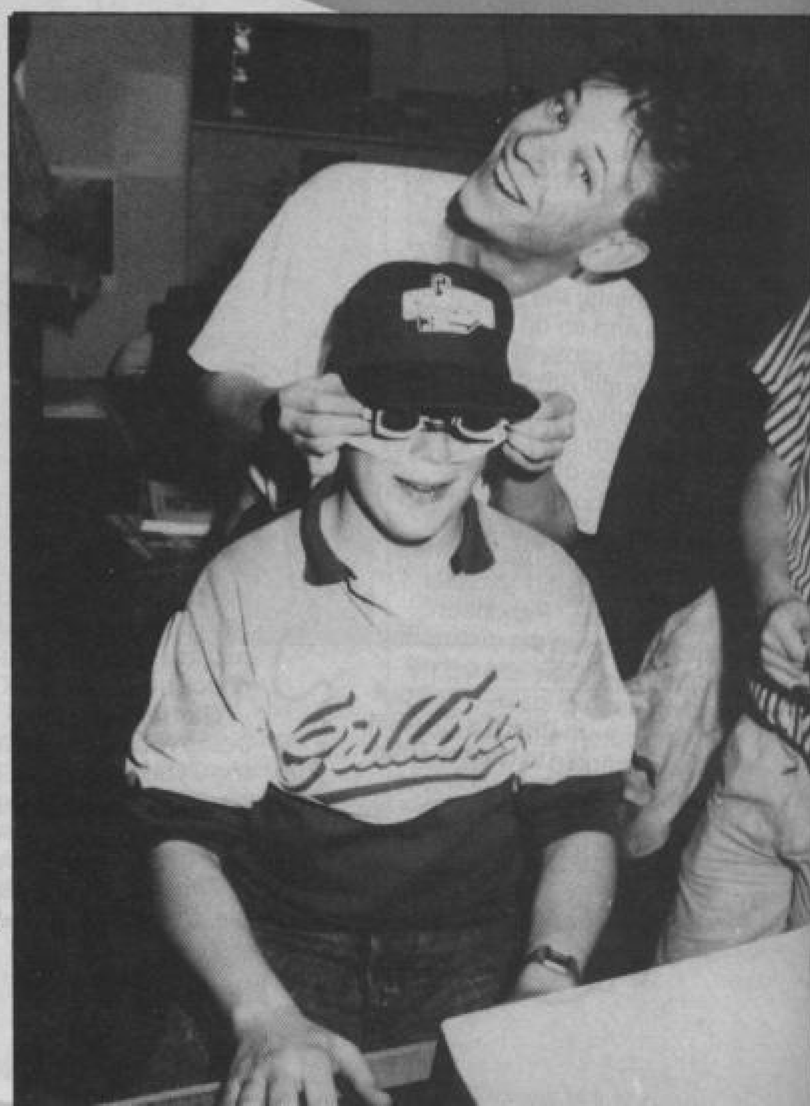
And into battle they went . . .

THUNDER BLADE

By the time you read this you've probably already played CRASH's Spectrum *Thunder Blade* demo, but as the Challenge begins none of the CRASH team have, so they're happy to let Robin H take first go. The headbanger with a US Marines haircut takes hold of the small, Sega joystick with a self-confident smirk. But no sooner than he's pressed fire than the media pack pounce. Michael crouches down to photograph the deepest recesses of Robin's nostrils while Cameron leaps onto a table to flashgun any developing bald spots. With riotous ZZAP! reviewers gathered round as well, Robin gets off to a shakey start. After just four minutes he's lost two of his three lives and is looking decidedly unnerved. Rather than persist with only a single life he resets the game.

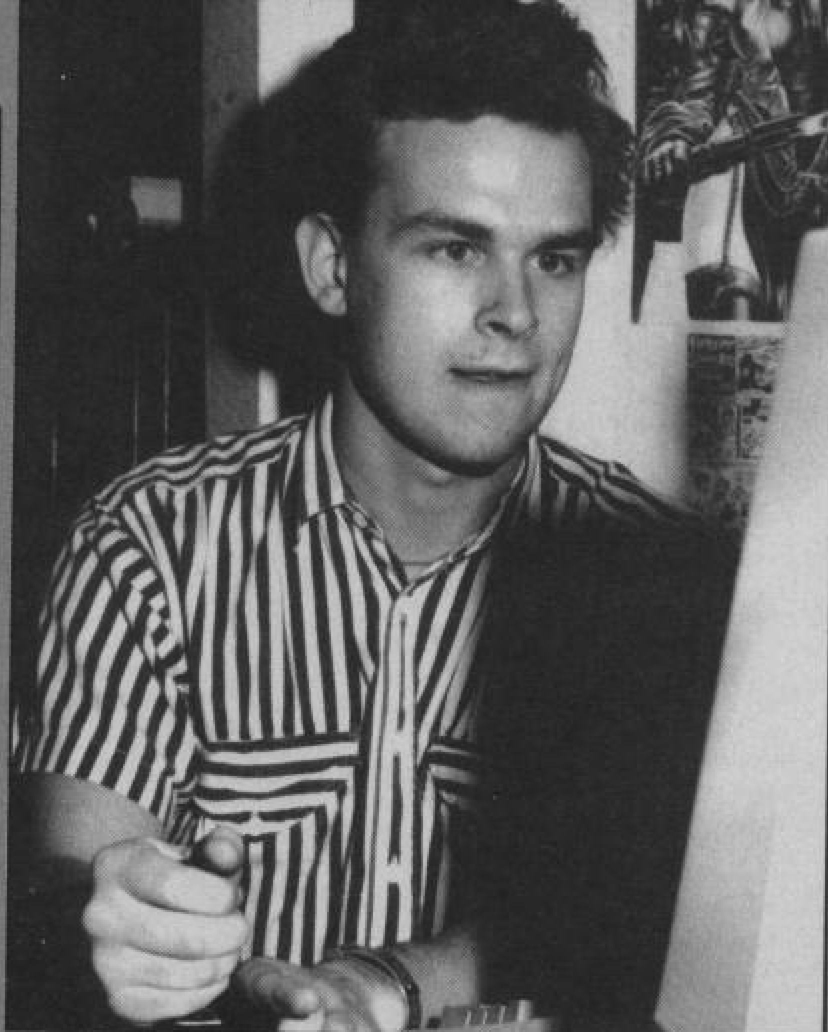
Unfortunately just as he starts again the TGM Cheerleading squad turns up with a 'who do we appreciate' chant and energetic 'star' jumps. The squad, in matching cycling shorts, is led by Group Promotions Executive Richard Eddy. A member of the notorious '86 AMTIX! team, Richard was then quoted as saying: 'I just don't play games – that's all there is to it!'. Initially it seems he might again sabotage his favoured magazine's chances, but Robin struggles on, urging the cheerleaders to hassle someone else. When his time runs out his score is a massive 817000. Who can follow that?

While Nick stays in the background, Phil bravely steps into



the media hoopla. Suffering advice from Robin C along the lines of 'collect that fireball for extra power' Phil's first turn gets off to a rocky start, and quick a reset. On his second attempt Phil gets to the 3-D section to earn 95000 before heavy anti-aircraft fire from the tanks bring him down. On his third attempt Phil fights through the first section without losing a life, but once again flak proves lethal – 126000. A final go in the few minutes remaining betters that score to provide a respectable 133000.

Having closely watched Phil's problems Nick decides to give it a go himself. His turn gets off to an inauspicious start with a life lost on the first, relatively easy section. Rather than reset Nick persists only to lose yet another life on section two – when dodging a wave of jets puts him in the way of a fireball. Nick shrugs it off though, and successfully completes Stage One. The bonus gives him 605000 and TGM hecklers are momentarily silenced.



Stage Two is set in the countryside and Nick skillfully pilots his copter through a barrage of enemy fire in the first valley section. Even Robin H begins to look worried. Section two is in 3-D, with the copter trying to fly between stone pillars in a tunnel. Nick misjudges one by a fraction and goes down in flames, after six minutes and forty seconds. His final score: 713000.

Robin Candy looks distinctly uneasy when he sits down to beat Nick's score on a game which is supposed to be his own. Nevertheless, he survives a hail of flak to complete Stage One. In Stage Two he doesn't progress much further than Nick – just enough to edge him into second place with 774000.

The ZZAP! team take their turns next and, despite the encouragement of Front 242's 'Head Hunter' pounding from Maff's ghetto blaster, suffer from not having played the game before. Gordon manages fifth place with 124000 while Maff takes last place on 116000.

MENACE

The next game, however, is Maff's own choice and his first go is a suitably impressive demonstration. Making excellent use of bonus icons, Maff builds up a formidable array of weaponry to power through his ten minutes without ever looking vulnerable. This masterful display takes Maff to the end-of-level monster on Level Three and 119740. Gordon plays next and shows off his own practise with a respectable 102490. Robin C follows with 101940, agonizingly close to Gordon's score but not quite good enough. In the meantime Phil's been helping time some other games and comes to *Menace* unprepared. He does fine avoiding the alien attack waves, but hasn't quite got the knack of collecting the add-on weapons. The unfortunate consequence is that when he reaches the end-of-level nasty he's woefully underarmed. After several long seconds of dodging the monster's bullets, Phil's laser has made little impact on the monster and it unleashes a fatal onslaught of homing missiles – 28700. A second attempt is much the same as the first, but at least improves his score to 33300.

Nick takes his turn next, and once again shows he's been watching other people's tactics. Level One, the Sea of Karnagh, is completed almost effortlessly through good use of bonus icons. Level Two, the Vanguard Warzone, is begun after Nick asks 242 to be turned down. With sampled speech informing Nick of the weapons he picks up, the tips expert smoothly completes the level. Carnage Rift seems little harder, until Nick fails by about two laser hits to turn a bonus icon into extra shield power. Nick bravely battles on a little longer but the mistake proves sadly fatal. Nevertheless his superb score of 102940 puts him, for the moment, in second place having beaten Gordon's score by just 450 points. Finally it's Robin H's turn. He's reviewed the game for TGM and his performance is predictably slick, scoring the first major upset of the Challenge by beating Maff's score. His 126390 win on another magazine's choice, together with his victory on *Thunder Blade*, clearly puts him in the lead with a maximum of 12 points – and *Atron 5000* has yet to be played. But in second place Nick certainly isn't doing badly either and has eight points through two good third places on two 'away' games.

HUNTER'S MOON

Competition now moves on to the second ZZAP! game – Gordon's esoteric shoot-'em-up *Hunter's Moon*. If the choice seems designed to please ZZAP! contributors it doesn't do badly for Gordon either. Without any apparent effort he scores a huge 46275. Little intimidated Robin H plays next, but can't repeat his earlier successes and must be content with just 20100. Maff has never much liked *Hunter's Moon* and after just four minutes has to abandon his go in disgust. While Maff leaves for a grumble Phil once again has to tackle a game he's hardly played. Despite a determined effort he can manage no more than 8000. When Maff returns he gives a hint of how the game should be played scoring 15825. Robin C doesn't watch, however, and pays the price of inexperience, only just beating Phil with 9875. When Nick takes his turn he loses a life in practically the first second. He resets, changes joysticks and has another go. The cruel irony of the game is that the more Nick learns about the importance of patience in playing the game, the less time he has to practise it. Nevertheless his final score of 11200 is enough to give him a respectable fourth place.

Gordon's first place here has boosted him to joint second with Nick, each on 11 points. Robin H, however, is even further in the lead with 17 points. In fourth place there's Maff on ten points, in fifth Robin C has nine points, while Phil trails on five points in sixth position. On the next game, however, CRASH must surely do well.

CYBERNOID

Clearly pleased with his crushing victory on *Hunter's Moon* Gordon chooses to be first on *Cybernoid*, a game he enjoys on the Amiga. The Spectrum game plays faster though, and at the end of his ten minutes Gordon has to be satisfied with 11800. Maff plays next and mumbling unrepeatable comments about the Spectrum manages a derisory 10900. Next one to take the

ROB. C.+ MAFF!



OUR PHIL+ MAFF!



ROBIN C TRIES TO LOOK HARD!



Cybernoid challenge is Robin Candy. Having practised the game quite heavily on the Spectrum he seems a formidable opponent. He's decided to spend a lot of time on the jewel collection screens before dashing for the end of level bonus. Unfortunately he keeps dying while collecting jewels and is forced to reset. On his second turn he does a little better though, final score 6440. Robin H plays next and is soon in the lead again, finishing with 32670.

Possibly a little put off by watching Robin C's attempt Nick makes a terrible start, quickly losing two lives collecting jewels. He resets, only to lose another life in the jewel section. Wisely changing tactics he lays some mines to form a barrier behind which he blasts the aliens for jewels. A huge score is built-up and Nick finishes Level One with 31055 and only two lives lost. On Level Two he battles his way to another jewel screen and amasses 67752 before time runs out.

Can Phil now restore his games credentials? He too makes a shakey start and has to reset. But on his second go he's far more self-confident and his fingers flicker expertly over the Spectrum's keyboard. Unfortunately due to a lack of communication with his timekeeper he spends too much time on the Level Two's jewel screen and can't get to the second end-of-level bonus. His final score of 63157 gives him a well-deserved second place.

MATCH DAY II

CRASH's 'Maradona' puts on a virtuoso display here beating Gordon 6-0, Robin C 2-0 and Robin H 4-0 to become undisputed champion. Robin H's narrow 2-1 victory over Robin C gives him second place and the latter third place. The final three positions see the two ZZAP! reviewers, and in particular Maff, mumbling over attribute problems as they see the Challenge going to Robin H. Despite their complaints they still beat Nick, (who considers the game beneath him), putting Gordon fourth and Maff fifth.

GORDO + ROB. H GET SERIOUS!



ATRON 5000

The final game is something of a formality, but Robin H is unable to relax and apart from a close game with Gordon never looks threatened. Maff, despite hating the game, somehow comes second with Robin C in third place and Gordon in fourth. A close, 37-28 match between Phil and Nick gives the latter victory confirming his joint second-place finish with Gordon – both on 20 points. In fourth place, just one point behind it's Maff, then Robin C (18) and finally Phil on 17. Compared to such surprisingly close points Robin Hogg's victory on 32 points is all the more astounding – and leads to him being firmly put in his place in the after-match photo session.

Next month (or perhaps the month after – Ed) finally sees the return of Robin Candy in the eagerly-awaited *The Empire Strikes Back* Challenge. Different time, same place and all the fun of the fair. And let's wish Robin the very best of luck! He'll need it.

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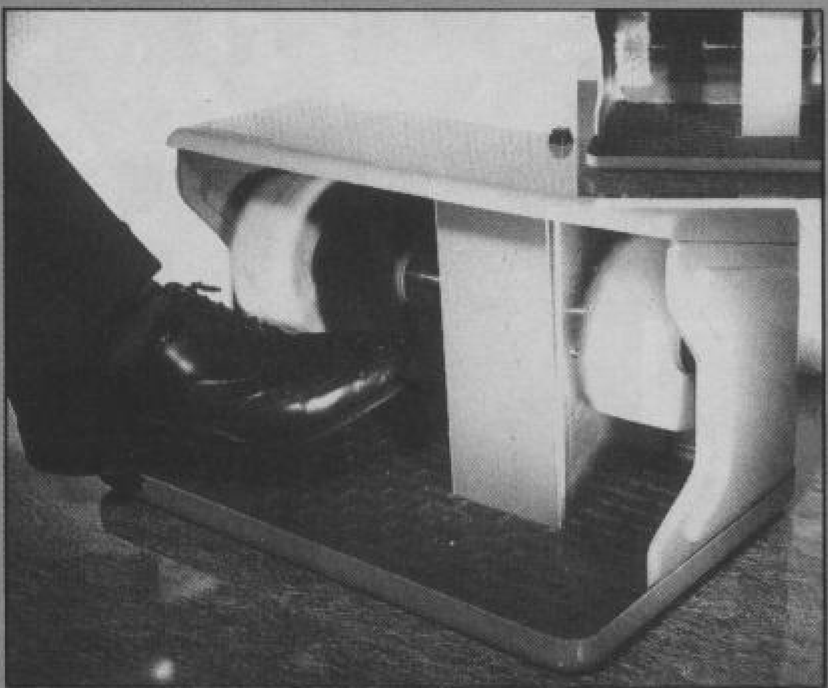
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Jingle bells, jingle bells,
jingle all the way.
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no batteries till Boxing Day.

Crucial people need crucial accessories. And there's no person more crucial (or rich) than MEL CROUCHER (apart from Nick Roberts). So we asked Mel what he thought would be the top trendy gadgets of this Christmas season. It doesn't matter what they do (preferably nothing), just so long as no-one else has got them. Here's what he came up with . . .

Electronic Cobblers

We kick off first with an incredible techno toy for shoe care, so cobblers beware! The Valetmaster Shoe Valet only needs two-hundred and forty volts, and £79.95 of your money, to do the job that an old rag can do just as well. Just plug it in, turn it on and put your foot in it. And what's more, the advertising blurb reckons that it 'only takes a few minutes' to do what hand-polishing can achieve in seconds. Brilliant!



Let there be light



Next, let me spotlight another really useful item that should be on everyone's Christmas list. The Power Beam 2000torch costs a mere £9.95 and is made of, wait for it, plastic! It features a 'convenient ring binder' for slipping into last Christmas's Filofax, and is designed to work at a depth of ten metres underwater. So next time grandad drops his false teeth down the loo, simply reach for your Power Beam and jump down the U-bend to rescue them.

Frothy coffee



Fed up with flat coffee? Of course you are, but the flat coffee misery is now at an end, thanks to this space-age mains-powered coffee spoon at only £29.95. You can also use its steam injection nozzle to clean out the wax from your ears! – although this is not recommended by the manufacturers.

Balls and yet more balls

Balls are definitely IN this Christmas, and here's my round-up of crucial gadgets to help you get the best out of them, kicking off with the Check-Go 'sweet spot' finder. You simply plonk your favourite ball inside the gizmo, then wait while a 10,000rpm motor spins it around and finds its natural axis. Then you mark the axis with a special pen and remove your ball. Only £19.95 including batteries and pen. What? Oh, sorry. It's meant to improve your golf.

Massaging doors



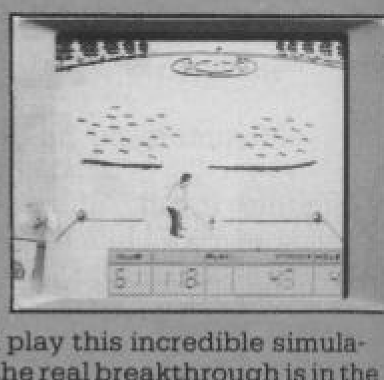
A must for anyone who wants to massage their eggs with balls (or vice versa) and I quote, 'When executive stress starts to attack, close the door . . . and massage it away.' Yes folks, get rid of those stressful doors with this battery - operated personal vibration device (batteries not included) at £6.65. You can also emboss your balls with your initials, using a vicious looking cast iron machine, but I will not publicize it for reasons of bad taste.

Anyone for tennis?



Now why didn't I think of this one before! For a mere £11.95 you can buy an electronic digital alarm clock in a ball, and when it goes off in the early hours you can throw it away. There's also a baseball for Channel 4-viewing readers.

Tee time



Advertised as 'the first game of its kind' (by someone who's been living on another planet for the past five years), this computer game really does feature a whole load of balls. One or two players can choose from a staggering selection of *one* course (18 holes, though!), and play this incredible simulation on a huge 2¾'' screen. But the real breakthrough is in the price of Pro Golf, because although it displays slightly less than a £1.99 golf simulator, it only costs £49.95.

RGADGET IN DREAMS

Short and curlies



And now for a selection of intimate gifts. First, I am proud to report a cure for premature baldies like me. Yes folks, for only £12.95 you can buy an aerosol can of MANE spray-on hair. It contains a sort of electrostatic muesli, and at last you will be able to turn into a werewolf and damage the ozone layer at the same time. A vital purchase.

Pulling the wool



All right, I know I've recommended this amazing device in a sister publication (THE GAMES MACHINE), but I consider it my duty to spread the word as widely as possible (and get as much money as possible – Ed). Not recommended for people with Belfast accents, the Clothes Shaver is a battery operated clothes groomer 'for removing all those irritating fluffy balls.' No longer do we have to rely on silly old-fashioned fingers, now we can spend £5.95 and shave our woollies electrically.

Shut up! Shush!

Probably my favourite techno toy this season. A user-friendly set of bathroom scales, accurate to 'the nearest pound' (wow, doncha just love hi-tech.) Not only can it remember the weights of up to five people (don't ask me how you get five people to stand on it), but it will also tell you how much pork you've gained or lost since yesterday, wish you 'goodbye' and 'have a nice day', and plead for some new batteries if somebody misses the urinal. Its synthetic voice sounds like Ronald Reagan on acid, and you'll be pleased to know that it only costs £89.95 excluding the seven batteries it needs to operate.

Forget it!



Forget those pocket cassette recorders that offer hours of record and playback, here's a real bit of techno innovation. The Plus Voice Memo only costs the same as a normal recorder, but for £19.95 you get a whole Thirty Seconds of looped tape. Imagine what you could record in a whole thirty seconds folks, literally dozens of words. And that's not all, after playback the tape automatically resets for next time you want to record the first verse of your favourite song, and you can wipe out your last memo completely by automatic accident.

Note the message

The vital communications modem that we've all been waiting for. A miniature plastic grand piano for £29.95 with numbered keys for easy dialling, and a neat little lid that you stuff in your ear if you want to make a phone call. Should you 'want to relax in complete privacy, you can simply turn the telephone off!'. You will be pleased to hear that it comes complete with an approved BT plug, although the straitjacket appears to be missing.



Dancing in the dark

Here's a fantastic way to deal with pick pockets, a light-sensitive wallet which screams if it gets nicked. For a mere £14.95 you can keep all your cash and credit cards in the Alarm Wallet and press the little light-sensitive burglar alarm that goes off when you take it out. Then just hope that nobody decides to steal it in the dark, when 85% of all burglaries take place. Whoops!

More nickers

Speaking of nickers, how about an electronic guard dog for £44.95? The Boston Bulldog gets plugged into the mains, and doesn't need feeding, taking for walks or a pooper-scooper to clear up after it. It will detect any loud noise at a range of several feet, and start barking fierce warnings for up to a minute. Naturally, you will have to ask any burglars to make a loud noise when they come to call, but apart from that . . .

I wasn't pushed . . .

Fresh on the market, this £9.95 product should really clean up. It not only cleans both sides of the window at the same time, it also cleans both sides of the window at the same time.(!) Unfortunately it ain't suitable for double-glazing, high-rise buildings, strong winds and people with no sense of humour, but with luck you may persuade mum's hair curlers and any other stray metallic objects to crash through the window.

Well folks, I hope that this careful analysis of the latest high-tech gift ideas has solved all of your present-buying problems. I know it's helped me. After careful consideration I have decided to give everyone the same sensible item which is the very latest utility product. My choice? Edible knickers. Male or female, £3.95 from Estcourt Trading of Tetbury in Gloucester. All of my other recommendations are available from Premiere or Innovations mail order (☎0793-514666 for more information and a catalogue), and if you decide to buy them then you're even dafter than me. Merry Christmas . . .

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Aaaaagh, what's this, a bunch of ghosts and ghouls have just appeared through the wall of my broom cupboard. Bwah! Help, mummy minion, I'm fwightened. Aaaaagh, what's this, Alternative Software have set up a new software label called **Again, Again**, inspiring loads of mega-corny jokes. Their first release isn't a joke though, and you certainly wouldn't catch me playing such a scarey game as the computer version of *The Munsters*. But for braver folk than me here's what it's about . . .

Apparently all is not well at 1313 Mockingbird Avenue. The Munsters' home has been overrun by all sorts of nasty ghosts and ghouls, and things that go bump in the night. Not only that, but the swines have kidnapped Marilyn, the only non-Munster in the house, and carried her away. So it's up to the other Munsters to search the surrounding countryside and find her.

Well, after I had recovered from the fright of the message bearing ghosts, I contacted Again, Again, again, by a much less-spooky communications system – the telephone – and asked them what prizes were on offer in this spooky comp. **First prize for two** (un)fortunate people is an all-expenses paid trip, for each winner and a friend (if they can manage to drag anyone along), to **The London Dungeons**. This is a collection of some of the most horrible exhibits ever shown. I've never been there myself (cos I'm a coward), but apparently my great great uncle is on show; mainly because he became notorious for boring fifty people to death at a dinner party he once held.

The winners will also receive a copy of *The Munsters* game.

Also standing to be scarified by a copy of this ghostly program are the **thirty (un)lucky second prize winners**. So if you would like to win a trip to The London Dungeons, or a copy of the game, it's photo caption time again (again) folks. Just tell us what lovable Herman Munster is saying, and you could win one of the scarey prizes. The usual rules apply, and no entries received after January 1 will even be considered, sorry but that's the way it is. Send all entries to **BWAH! I'S FWIGHTENED, CRASH,** ***PO Box 10, LUDLOW, Shropshire SY8 1DB***.

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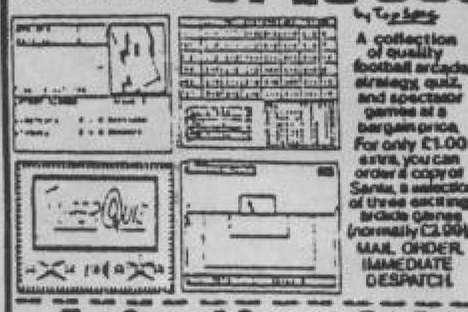
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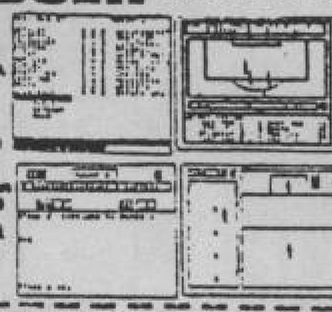
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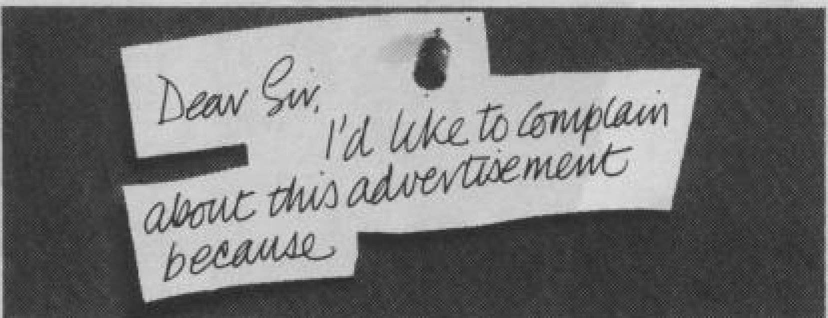
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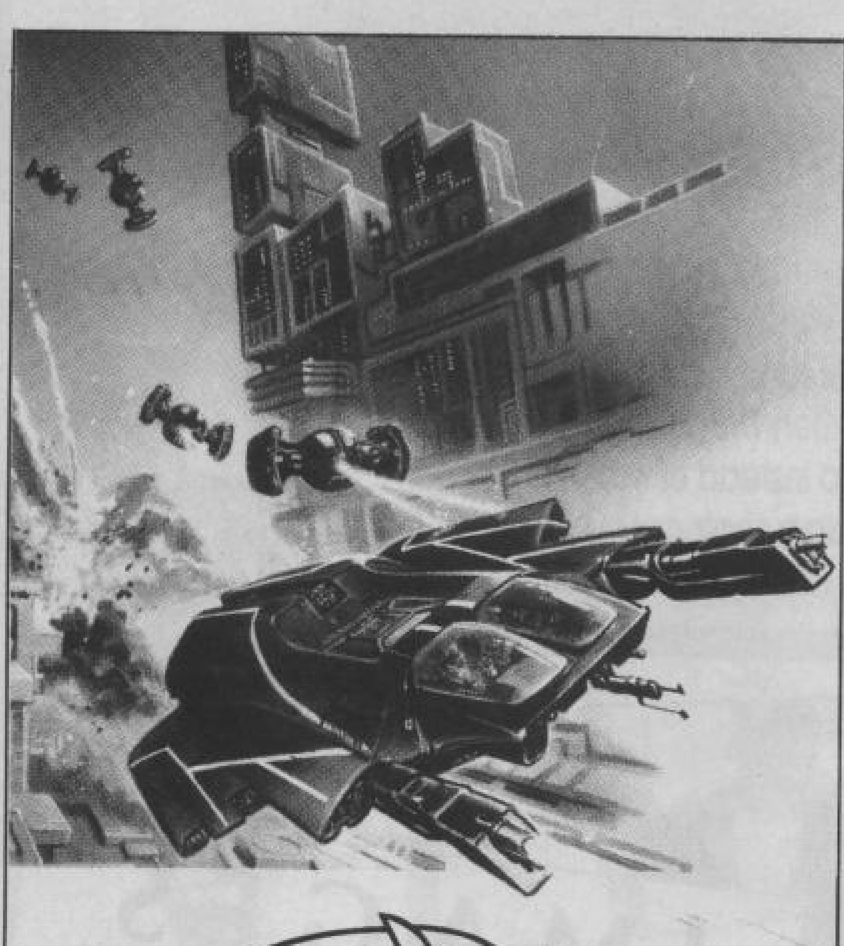
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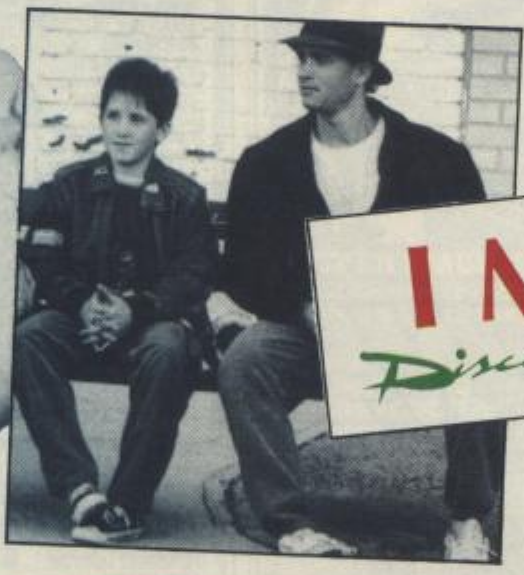
THE NICK ROBERTS GUIDE TO CRUCIALITY



It's everyone's dream to be as crucial as Nick Roberts, but for most it is sadly just a fantasy . . . That is until now! Swayed by the Christmas spirit (and the promise of a Christmas bonus) Nick has written *THE* guide to being the coolest dude in town. So instead of watching *Neighbours* on TV again, pull up a chair, get out some notepaper and prepare to be transformed!



"NICK WHO?" – QUOTE PET SHOP BOYS.



IMAGES
Disco Entertainment

IN FOR '89

Ginger Beer
Keep a can with you at all times to look really cool.

Back Flip Dives off the local bridge (!)
Handy stunt for impressing the females but you do tend to sting a bit afterwards (don't try this at home children!). (Especially if the local bridge is of the railway variety – Ed.)

Anyone called Robin Candy
The King of Kooldom himself. (Guess who inputted this?)

Chino Clothes
Trade in all those flared cords and get some of these.

Pet Shop Boys' new album, *Introspective*
It's crucial to have your £75 Walkman blaring out this musical masterpiece all the time.

Black boxer shorts
Not pink with little bunnies on like Mark wears (so I'm told)!

Anyone called Nick Roberts
Well, this one's obvious.

Trevor C Horn records
The master of the extended mix is second to none.

Cycling shorts
An essential swimming item, but you mustn't have a bike!

3" compact discs
The only hitch is that you've got to be on my wage to afford them.

L'Oreal Studio Line Ultimate Hold Gel
The next best thing to super glue, if this won't hold your hair in place, nothing will!

Role reversal movies
The best of which must be *Big*.

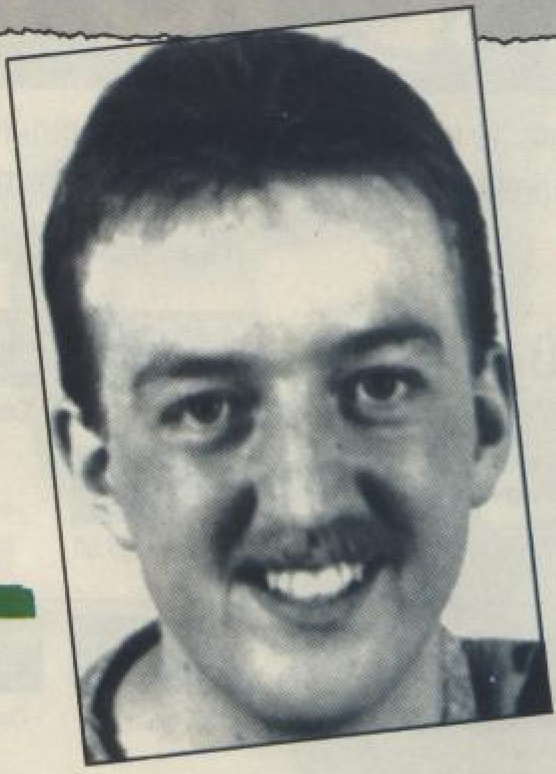
IMAGES – Disco Entertainment
For all your music requirements – call the professionals.

Red Dwarf
Shut up Mark (we aren't all into *Terry and June*), it's brilliant.

THE GAMES MACHINE magazine
Robin Candy works on this, need I say more?

CRASH
Yours truly works on this mag, so it's just got to be the ultimate in Spectrum magazines.









OUT FOR '89

Cheap lemonade
Unless you like exploding every now and then.

Stock, Aitkin and Waterman records (were they ever in?)
They all sound the same: Kylie Minogue, Sinita, Rick Astley. If you've got one, you've got the lot!

Green stripey shirts
Sick colours never go down well at the local nightclub.

Sky
Well if the Editor buys it, it must be.

Tiffany
Another weakness of the Ed's, he's mad about her. Why?

Editors
This one's self-explanatory.

Multiload games
Boring, and when you've waited for each part to load the game is usually naff.

A-levels
They go on and on and on . . . and then you fail them.

Phil King lookalikes
With a face this rubbery, who needs latex?

Ad Lib To Fade
Robin Candy's left them, so they're rubbish.

Jon North POKEs
Well, you want them to work in the New Year, don't you?

The Jon Bates music at the PC Show
After it's repeated for the two-hundredth time it gets a mite annoying.

Losing the Inter-magazine Challenge
Losing your cool to a bunch of TGM dudes is decidedly out.

The Communards
Well, they were in, until Robin lost a challenge round while listening to them.

Special thanks to Robin Candy for putting the 'c' into cruciality, I put in the rest!

(And remember, folks, dieting is IN for 1989. Okay, Nick? – Ed.)



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WATCH OUT FOR THE NEXT ISSUE OF CRASH





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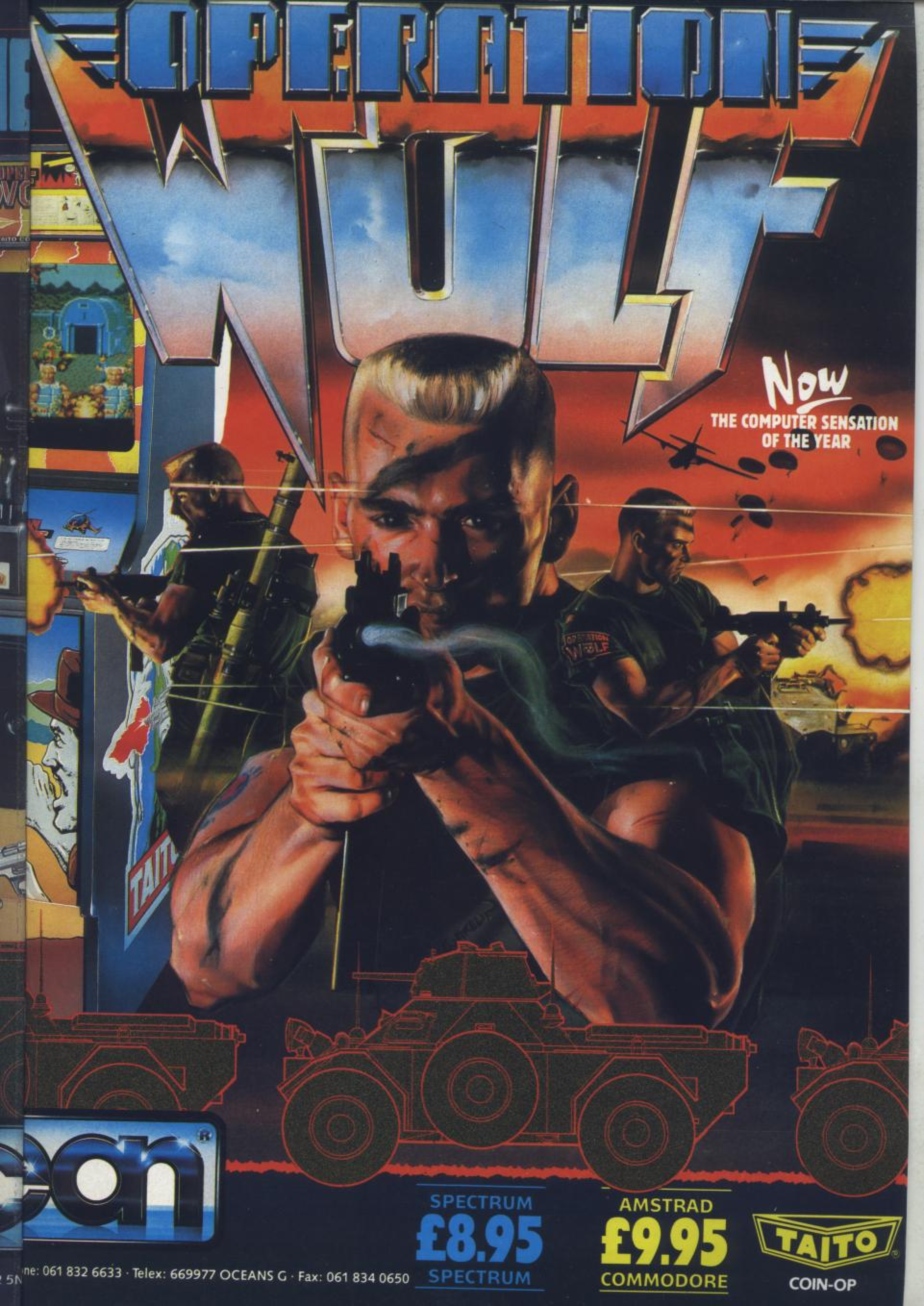


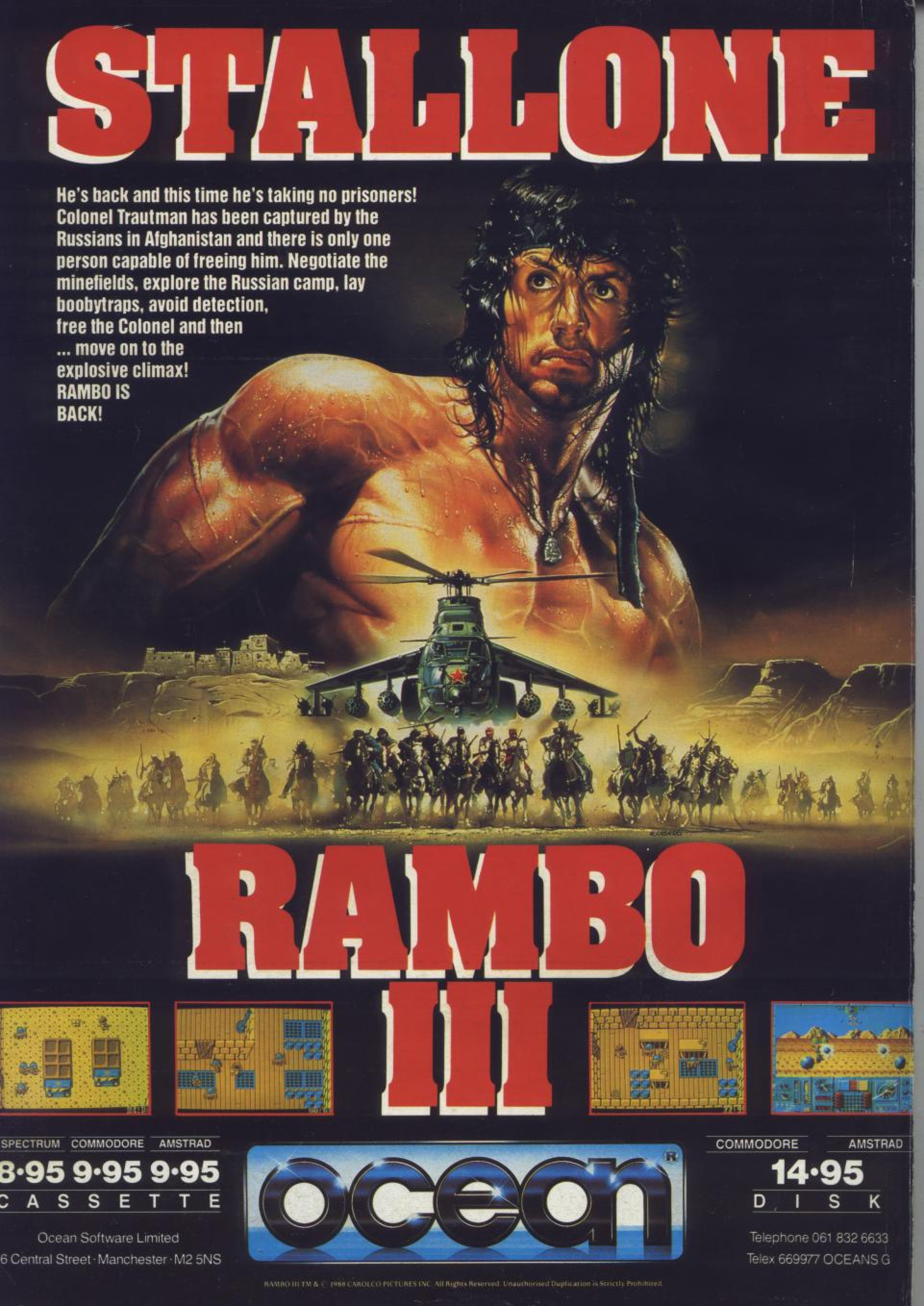
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